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ELECTRONIC GAMING MONTHLY

NUMBER 21

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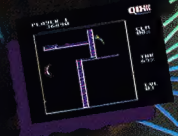

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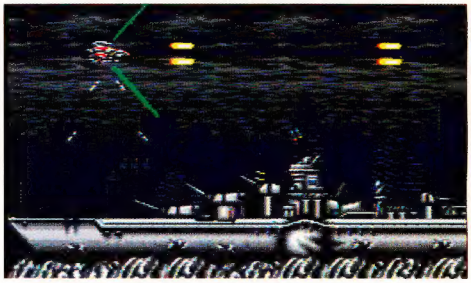
ELECTRONIC GAMING MONTHLY

The Last Word On Video Games



Taito's new 8 megabit Genesis cart - Sagaia is a shooters paradise!

DEPARTMENTS

8 Insert Coin
The Editor talks about how rumors affect the gaming industry.

10 Interface
Readers tell us what they like and don't like in the mag.

16 Review Crew
No game is safe from the watchful eyes of the Crew!

30 Gaming Gossip
Quartermann opens his bag of gossip for the regular collection of industry insights.

56 International
The awesome Wanderers from Y's is out in Japan, as are Verytex and Heavy Unit!

104 High Scores
Check out the latest Team contest and see who the big winner is that gets the exclusive team jacket!

106 Game Over
The credits roll for one of the most popular video games on the NES - Castlevania 3!

FEATURES

32 EG Express
EGM reveals new CD-ROM technology for the arcades and Super Fami!

40 Next Wave
Get a sneak peek at the new games of tomorrow for all machines!

48 Tricks of the Trade
Secret codes and tremendous tips that will blast you past the enemy and to higher scores!

60 Super Famicom Times
Check out Actrazer for Nintendo's new 16-Bit powerhouse!

66 Behind the Screens
Bullet Proof Software tells all about the REAL story behind the Tetris licensing deal!

72 Arcade Express
Sushi-X visits Chicago and discovers Konami's new Simpsons coin-op!

78 Nintendo Player
EGM tracks Indy on his last crusade; and gets into something totally rad, dude.

84 Sega Masters
The Master System gets a facelift and new software!

86 Turbo Champ
It's elementary my dear Watson! Help Sherlock solve 3 cases. On CD!

The new Simpsons arcade game!

90 Outpost: Genesis
Blast off into outer space with Taito's first 16 bit super soft - Sagaia! Outflank the enemy in Abrams Battle Tank and have fun with a lighthearted Flicky!

98 Super Play
Five pages of maps and tips disclosing every detail in Natsume's super hit - Shadow of the Ninja!

Scope out the newest in portable gaming in our exclusive 24 page Micro Gaming insert magazine

COVER:
Atari's Cyberball for the Lynx is only one of dozens of games detailed in the special 16 page Atari Adventure insert!

Navigate The Ocean Depths Or Klash It Out In The 23rd Century With Sofel.

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ELECTRONIC GAMING MONTHLY
April, 1991

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insert coin

THE POWER OF RUMORS...

Earlier this month Nintendo and Sony jointly announced in Japan that they are working on a new CD player for the Super Famicom. That alone is not spectacular news as rumors about such a peripheral have been circulating ever since the Super Fami was debuted last September. But up until now everything was just that - a rumor. Something to talk about when friends get together to argue which 16 bit system is better and has more potential. Now though, it has gone beyond the rumor stage, it is a fact. What is more surprising is that this CD player is already past the prototype stage since Nintendo plans to have it out and in the stores (in Japan) by the end of the year. And, that later this month it will be shown behind closed doors at one of the trade shows.

There's more. Unlike the NEC or Sega unit, the Nintendo player is rumored not to be inexpensive. Instead of selling for $300 to $400, the price being discussed is just under 100,000 yen ($750). And that it will not be compatible with the current generation of CD players. Now the story is getting interesting. Analysts speculate that this CD player is going to do more than just play back games. They are predicting that this CD player will serve as a hub around which a whole new generation of machines will interact. It is known that Nintendo is interested in getting more involved in the home information data base market. And Sony is also thinking along those lines. A new generation of machines though? The Super Fami is less than a year old!

But the long range potential of the CD is too hard to turn ones back on. NEC has led the way in showing us how much better a CD game sounds and plays. And Data East/Intel has demonstrated how the CD-ROM player can be used to usher in a new generation of truly interactive arcade games. So will Nintendo be the first to use the potential of the CD to go beyond games? Right now it's all speculation.

If we look at this issue from another view, it is amazing how a well placed rumor (a very short nondescript press statement) can get a whole industry wondering about something that doesn't even exist yet. It's not a new idea. A major American company in the early '80s was very well known for creating 'vaporware'. It gets the players talking, and even influences their future buying decisions. The huge amount of letters that we get in every month about the Sega CD-ROM goes a long way to prove how important rumors are to companies. In just knowing that better equipment is on the horizon, players can see that what they bought today will last a while longer.

So is the Nintendo CD-ROM for real, or is it something created to take some of the attention away from the upcoming Sega CD-ROM? One thing is for sure, that short announcement from Nintendo/Sony got a free page of advertisement here in this column. And it also got 400,000 players wondering about what the big 'N is really up to. Now which major company wants a free page where we can talk about a rumor regarding the first 32 bit system?

ED SEMRAD
Editor

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Alright, here's your chance to sound off! Send us your compliments, complaints, gripes and overall opinions! We love to get 'em! If the editor likes your letter enough he may even print it! Send all letters to: Interface:Letters to the Editor, Sendai Publications, 1920 Highland Avenue, Suite 300, Lombard, IL 60148.

GREAT TURBO PIX!

You guys are great. Your 19th issue was the best yet! I haven't seen another magazine come close. Your 16 page Turbo column was the greatest. The previews were awesome, and the reviews did justice to this great system. Keep up the good work. Can we see more of Bonk 2? It looks better than the first.

Eric Turner
Baltimore, MD

I am another fan of yours writing to compliment you on your great mag. But I don't think anyone is as thankful as I am. I am a loyal Turbo owner and when I saw the coverage in issue 19, I was simply astonished! I loved your report on Bonk 2 and the photos of new games such as Talespin, TV Sports Basketball and Lords of the Rising Sun was unequalled anywhere? What else does NEC have coming up for us?

Michael Hall
Emeryville, CA

How do you guys do it? Each issue keeps getting better and better. I have both the Turbo and the Genesis and your coverage of the new products is unbelievable! There are 'specialty' magazines out there which deal only with one system and I subscribed (past tense) to them because I thought they would give me the best info on that system. Wrong! You got Bonk 2 before everybody else, and your Sega coverage blows the others away! I don't know how you do it but keep it up! It must be Sushi-X with his sources in the orient! Am I right!

Ron Salone
Portland, OR

(ed. First of all, thanks for all the positive responses from all the loyal Turbo players. We try to stay on top of everything which is new and one way to cover each system in detail is with special inserts like the Turbo one. As you can see in this issue we are really going all out with not one but TWO inserts, and while we can't talk about the future, it is safe to say "You ain't seen nothin' yet!!"

By the way, the official name for Bonk's sequel is Bonk's Revenge. And he will make another appearance in these pages before the game comes out!)

Bonk's Revenge! Coming in June for the Turbo.

EGM, OUT OF DATE INFO!...

I have just come from Hong Kong a month ago. Being a game maniac, I bought almost every issue of Famicom Tsushin before I left. I must report that after reading the two most recent issues of EGM, that most of the information and photographs were old and out of date! Besides, the quality of reproduction of the photos of Darius Special for the Super Famicom was not so good. How did you get them as the game is not on the Japanese market yet? I understand that you have your problem for being almost totally deprived of the newest information and that to make up for it you seem to talk in general terms rather than give details.

On the other hand, I found that many people writing in to EGM, complained about what you had told them about new, unreleased games. They call the companies and they say you are lying. This is unfair to you because these games have usually been already out in Japan for a few months. For example the 'System 32' incident in issue number 19. Lucky you that there is a blurry photo to prove that the company is wrong. What if there isn't any concrete proof? For example, there has not been an R-360 in America (I think) yet.

Chin Won Kei
Fayetteville, AR

(ed. Thanks for the information on gaming across the Pacific. You do bring up several points which our readers should know about.

The Darius Special photos I believe your are referring to (actually Darius

Darius Twin for the Super Fami!

Twin) appeared in issue 16. Sorry for the poor quality but the photos were taken while at the world premier of the Nintendo Super Fami in Sept. Like the blurry 'spy photos' that we see in auto magazines of top secret cars, we believe that the same is important of new games. Also, that's how we get photos of games which aren't even out in Japan!

While our information may be old on Japanese standards, we try our best to make it the very newest on U.S. standards. You do bring up a good point about our reporting of the System 32' and R-360. Again, our

Several not so blurry pix of the 'System 32' game screen!

people are always on the lookout for new products while they are in Japan and Sushi-X really outdid himself by coming back with great info from JAMMA.

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In addition, we are willing to take our share of denials from companies because that is the nature of the business we are in. We have one thing going for us though. Time is on our side. Companies can deny the existence of a product this month, but sooner or later, more often than not, they will announce that it is coming out.)

GREAT SMS COVERAGE!!

The first thing I have to say is you put all the other video magazines to shame. I own a Sega Master System and Genesis and I have to say your coverage of both systems is better than any other gaming mag. Yours is the only one who I can count on for consistent, month to month, SMS news. I loved the great Fact-File on Mickey Mouse, Ghouls and Ghosts and Dick Tracy. Your article on Gaiares really blew me away!

I plan to buy a Game Gear when it comes out. Do you plan to have a section like Sega Masters for the GG? How about calling it Gear Gaming?

Tony "Shinobi" Grouzis
Queens Village, NY

(ed. The Master System is one of our favorites and we try our best to cover everything that Sega has. Look for the special SMS exclusive in this issue! Likewise for the Game Gear. We were the first to break the news about it here in the U.S. and we are 100% behind it. Check out the special section in the Micro Gaming insert.)

Pac Man for the Game Gear!

MORE COMPLAINTS??

Over the past three months I have sent you four letters. To date I have not received an answer to any one of them. What gives?

John Sebastian
Kansas City, MO

I sent you a game tip back in December. I haven't received my free game yet. Did you forget about me?

Paul Sever
Minneapolis, MN

In Issue 17 you said that Super Star Soldier would be coming out in December 1990. It is now February 1991 and the game still isn't out yet. When will it really be in the stores?

Bill Wilson
Atlanta, GA

(ed. Well John there is good news and bad news. The good news is that we read all of your letters. The bad news is, we have also read over a thousand other great letters last month. Unfortunately, as much as we would like to, we just can't respond to each and every one of you. Those which would be of interest to the majority of the readers are answered in this section. Your thoughts are important! They play a large part in helping us choose what we will cover in the upcoming issues so keep your opinions coming!

We went back to our files Paul and you did send in a tip in Dec. Unfortunately we had already published the tip in our September issue. Remember to read the rules carefully. All winners will be notified by mail.

Good point Bill, you found one of the problems we run into every day here at EGM. Since we are dealing with early prototypes of the games that are many months away from production, most times the companies can only give us an approximate in-store date. We realize how important this date is to the game players and we are now working closely with all of the software companies to refine the store date. By holding two pages open until the very last minute we are able to get you information that is only a matter of weeks old! Check out our new section which lists all of the games that will be coming out this month!)

WE SHARE TRICKS!

I don't know if you have been reading the other game magazines but there is something I believe you

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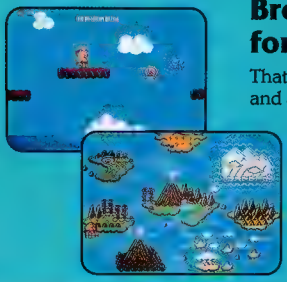

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should know about. I subscribe to all three and each one is read cover to cover searching for the tiniest bit of new information. Each mag has their own strengths and weaknesses, and I like yours because it almost always has the information first. Any way, to the point. Have you noticed that when you print either a great trick or a spectacular news item, it also appears in a competing magazine two months later?

Pete Gill
Madison, WI

(ed. We do read all of the magazines on the market and yours isn't the first letter we have received addressing this point. Actually we are flattered. Our main goal is to get the news, whether it be an article or a trick, to you first. Like any news item though, once it is in print it is fair game to anyone. And every once in a while we do see familiar tricks. Passwords are the easiest to spot as it is very difficult for two people to come up with the exact same one.

Perhaps the most famous example has to do with the TurboGrafx game Devil's Crush. There is a 'bug' in the game where almost any combination of letters in the password will get you straight to the ending. Back in issue 15 we made up a password (which actually works) that spells out the full name of one of our editors - DAVID WHITE! Sure enough, it pops up in another mag, unchanged!)

The famous, and often duplicated password of our editor David White!

NEO-GEO, FOREVER?...

Recently I discovered a very disturbing rumor in your February issue of Electronic Gaming, page 30 "Gaming Gossip". Whoever Sushi-X is, he is entirely misinformed.

Sales of the NEO GEO in Japan and here in the U.S. are at an all time high in both the rental and retail markets.

90% of SNK, OSAKA's 300 person staff is made up of research and developmental persons dedicated to producing more hit titles for our newly released consumer NEO GEO Advanced Entertainment System. There are currently five 3rd party licensees in Japan and we are considering six more within the next 6 months. We expect twenty 3rd party game developers for the NEO GEO by the end of 1992. The consumer version of the NEO GEO will not be discontinued! Quite the contrary, we expect to sell over 100,000 units to the serious game players that know quality advanced specifications when they see them. We will continue to serve our consumers with new NEO GEO hardware and software for many years to come.

Please make every effort to correct Sushi-X's misleading statements as soon as possible as this would be much appreciated.

Mr. Marty Kitazawa/President
SNK Home Entertainment

(ed. The statement Mr. Kitazawa was referring to is a rumor in the Gaming Gossip column that said: "Word from Sushi-X in the orient is that the consumer version of SNK's Neo-Geo is being discontinued!"

While Mr. Kitazawa has not provided us with any actual proof to the contrary, such as monthly sell through totals (which would clearly indicate that the system is healthy), we will take him at his word.

I can personally agree with Sushi's second statement though, - " Many stores carried one unit and one of each soft..." as in my many trips to Japan the Neo Geo was not heavily stocked.

On the positive side, it is good to hear that some third party licensees are being added. And if indeed, as Mr. Kitazawa says, there is a R & D staff of 270 people devoted just for the home system (not including the staff for the arcade system?) this would be further proof of the dedication of SNK to stick with the NEO GEO.

But, whether there will be continued player interest in the future, we can't say. We sincerely hope that the NEO GEO can weather the phenomenal interest in Japan of the Super Famicom, the upcoming Mega Drive CD-ROM unit and later this year, the unbelievable CD-ROM unit for the Super Famicom. And then more of the same on these shores, when it all repeats in the U.S.)

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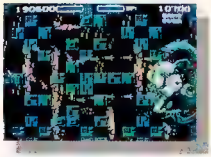

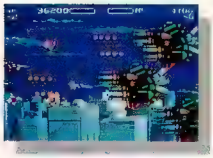

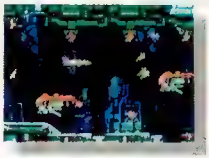

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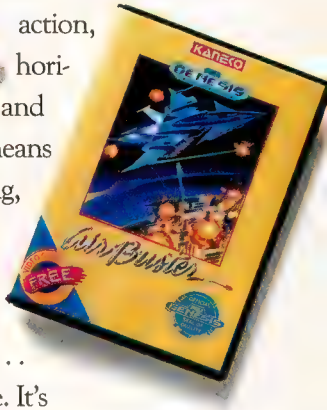

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CIRCLE #103 ON READER SERVICE CARD.

ELECTRONIC GAMING

REVIEW CREW

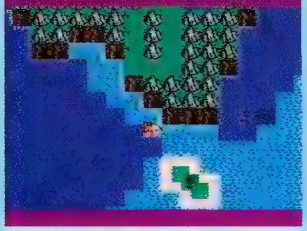
THE 'CREW'

ABOUT OUR RATINGS:
10=Perfect
9 = Outstanding
8 = Excellent
7 = Very Good
6 = Above Average
5 = Average
4 = Fair
3 = Poor

Nintendo - Acclaim
Double Dragon 3
Type:Action Release:Apr.
Levels: 5 Difficulty:Avg.

A year has passed since Billy and Jimmy Lee defeated the evil Shadow Warriors. Everything has been peaceful until just recently. A Double Dragon student, Brett, witnessed the kidnapping of Marion by a mysterious new gang of warriors, but didn't last long enough to warn Billy and Jimmy of the dangers ahead. The Double Dragons must use their new moves and find the three Sacred Stones to save Marion!

Nintendo - Nintendo
Star Tropics
Type:Adv. Release: Apr.
Levels: NA Difficulty:Avg.



With a blinding flash of light, a shooting star blazes out of the heavens...a bad omen! Mike, the hero, must find his archeologist uncle to learn of the upcoming disaster. Villagers are on Mike's side all the way, but enemies lurk around every corner of the Star Tropics. Gifted with uncanny island sense and a powerful yo-yo, Mike must defeat the strange creatures and sea monsters to rescue his uncle.

STEVE

Steve has been keeping himself very busy working out the details on his new trade magazine. In his spare time he unwinds by playing all of the new games from Japan.

Ever since Double Dragon surfaced in arcades years ago, no fighting game has come close to other than the incredible sequel. The sequel is no exception, sporting new radical moves, knockout techniques, powerful bosses, and two player simultaneous play. A winner!

Somehow, Nintendo managed to create an adventure game out of a boring plot. Star Tropics is nothing more than an amalgam of other quest games. If, as my serious quest gamer has, you have played Ultima or Dragon Warrior, you will quickly become bored with this cart.

ED

Ed has been quite mysterious ever since he came back from Japan. All he talks about is the new Nintendo CD-ROM and how it is going to affect the industry.

A truly exceptional game. One would think that the programmers would run out of new moves and techniques by now, but each game just keeps on getting better than the previous version. Being able to play as different people is a great idea and adds variety.

It's hard to find a good quest game for the Nintendo. It is easy enough for players of all abilities and the adventure is long and challenging. Somewhat reminiscent of Zelda but better. Adequate graphics and action but not exceptional. Still, it is worth buying just for the long quest.

MARTIN

Martin has set the Super Fami aside for a while and went back to the PC Engine in order to the play all the great CD games he brought back from Japan.

Dragon 3 is another good fighting game that resembles 2 in most aspects. Lots of technique to master before you'll beat this one. I like the other characters that you change into. Cool graphics and awesome moves kept my interest.

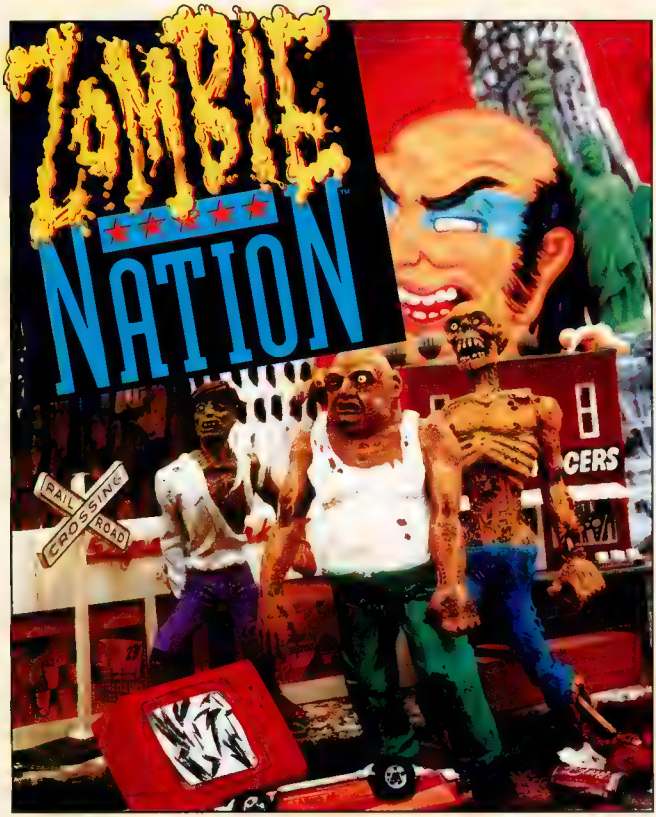
If you've played Zelda then imagine Link with a Yo-Yo and you've basically have Star Tropics. While the quest is a bit challenging the game suffers from the lack of originality and quickly becomes boring. OK if you're into quest games and have nothing else to play.

SUSHI-X

Sushi really caught us by surprise when he walked in the door! We haven't heard from him in weeks! And what a surprise - he brought in a complete review of the Simpsons arcade.

As a true fan of the Double Dragon series, I was blown away by this excellent sequel of sequels. The new moves, cast and storyline add a whole new dimension to intense fighting action. The graphics, music, and play mechanics are very good. I'm waiting for Double Dragon 4!!!

At first, I thought I was playing Zelda, then Dragon Warrior, then Crystalis, then Ultima Avatar... What amazes me most about Star Tropics is the lack of any originality whatsoever! This cart has quality from each of the previously mentioned carts but didn't retain any of the positive traits.



Monday December 13, 1999

Zombie Hoards Attack U.S.

▪ Strange samurai head heading to New York City.

By I. C. GOOLS, Times Staff Writer

NEW YORK--What appeared to be a harmless meteorite crashing in the Nevada desert has turned out to be Darc Seed, an evil alien creature with horrible powers. By shooting strange magnetic rays, Darc Seed has turned the helpless nation into zombie slaves and has brought the Statue of Liberty to life to do his dirty work.

There Goes the Neighborhood

Mrs. Emma Nuttz of Brooklyn had this to say about the situation. "Just when it seemed safe for decent folks to walk the streets again along comes this Darc Seed with his gang of Zombie hooligans and there goes the neighborhood. And if that wasn't bad enough, it seems the only way to defeat this ruffian is by totally destroying every in sight. Now there really goes the neighborhood!"

Mr. I.M. Sickentired of the Bronx added, "As if we didn't have enough stinkin' garbage on the streets already. Between the freakin' wino's and the blasted beggars and all the other louses already fouling up this miserable town...and now these sleazeball zombies!! It's enough to make me want to move to freakin' Los Angeles with all the other fruits and nuts!!!

Mayor Heminhaw immediately called an emergency press conference where he read the following prepared statement. "I um, er, ahem, ah, I am doing everything, ah, er, er, humanly possible to see to it that ah, this situation er, um, this terrible situation ah, comes to a ah, ahem, a swift and , er, um, um, a swift and satisfactory close. I er, er, um, have no further er, er, comment at this time. Thank you".

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Zombie Nation is a ground shaking action/shooting game.for the Nintendo Entertainment System®. The object of the game is to wreak total destruction on everything you see by firing powerful projectiles (it's a dark and dirty job, but somebody's got to do it). Meanwhile, you need to rescue as many zombie hostages as you can in order to gain enough strength for the ultimate showdown with Darc Seed (he's toast!).

ZOMBIE NATION:
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Zombie Nation's graphics are so devastatingly realistic you'll almost be tempted not to demolish them (yeah right!). And the relentlessly pounding sound effects will make you feel like you're right in the middle of the action hammering away at skyscrapers, mountains, and everything else that crosses your path.. So don't just stand there like a Zombie, get your copy now!

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CIRCLE #102 ON READER SERVICE CARD.

Nintendo - SNK
Ikari 3

Type: Action Release: Apr.
Levels: NA Difficulty:Avg.

Vince and Paul are back for another hard-nose, no-holds-barred mission of immense proportions! Starting with nothing but their fists, feet, and cunning, the Ikari Warriors must battle through an entire army of tanks, mercenaries, and snipers to reach their ultimate goal: permanent world peace! This game features two player simultaneous action and multiple techniques to blast the enemy away!

The qualities I had come to love in the previous titles in the Ikari series were missing in Ikari 3. The overhead fighting scenes are ridiculous compared to other emerging titles. The play mechanics in Ikari 2 were much better than this, so I guess I expected a little more.

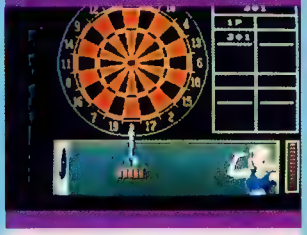
The first two games of this series were good games for their time and I had high hopes that the third would be even better. Unfortunately it is only about as good as the previous games and it just isn't enough considering how far games have come in just a year. Only average.

Ikari 3 is not what it should be. I was really looking forward to an intense overhead commando shooter but it just didn't live up to my expectations. I liked the previous games but the play mechanics in this version weren't as well defined and this kept me from really getting into the action.

Ikari 3 was a slight disappointment from the onset. Compared to the previous excellent sequel, this cart seems lazy and misguided. The graphics are a little too choppy to catch my eye, and game play is just as shaky. Not bad, but not spectacular, either.

Nintendo - Romstar
Magic Darts

Type: Sport Release: Apr.
Levels: NA Difficulty:Mod.



Bullseye! Romstar has taken the classic bar game - darts, and brought it home to the Nintendo Entertainment System. Featuring numerous play choices like 301, 501, 701, Round the Clock, Count Up, and Half It, Magic Darts appeals to all age categories. Magic Darts also sports an interesting cast of players as well as a cinema display at the bottom of the screen to show you how you're doing.

Wow! This cart is actually fun! It can become boring after playing alone, but competing with friends is a major plus. Magic Darts is humorous, too! The different characters adds a brilliant touch as well. Use the bruiser, Max, and watch the dart get flattened when it strikes the target!

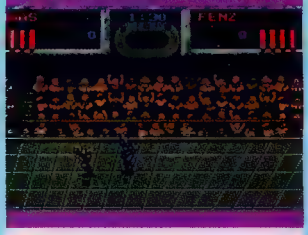
A dart NES game is a great idea. Romstar has taken a sport that is only average for play value and improved on it by adding unique characters. Each has its own style of throwing and trying to master the ninja technique is a real challenge. A good variety of versions too.

It's darts with a twist. Romstar took an ordinary game of darts and enhanced with all sorts of cool characters. Choose a character like a ninja or alien for a different approach. A well playing game, even though it isn't very intense it's lots of fun when competing your friends.

Magic Darts is a refreshing new addition to the Nintendo sports genre. Sporting many play options, multiple players, and a decent challenge, this cart offers a good time to darts fans of all ages. My favorite tidbit is hitting the fly on the wall for bonus points!

Nintendo - Jaleco
War on Wheels

Type: Sport Release: Apr.
Levels: NA Difficulty:Avg.



Smash 'em, crash 'em, and bash 'em! Roller derbies were never this exciting or real! War on Wheels adds the excitement of boxing and racing and comes up with a cart full of challenges and surprises. Should an opposing team member get too close, pull him off the track and beat the tar out of him in a close-up action scene not seen since Blades of Steel. Knock out the opponents to win decisively!

Hmm... Not exactly what I expected from Jaleco, but it's okay. War on Wheels lacks enough excitement to hold my interest for too long. While the fighting scenes are reminiscent of Blades of Steel, this cart doesn't seem have any goal. The gameplay becomes repetitive quick. Try again!

I'm not a big fan of roller derby games on TV and because of that I can't really get into a video game version of it. Not extremely exciting but average. Perhaps something unique could have been added to 'spice' up the action.

The second of the roller skating fighting games on the NES. Player control is not precise and makes for difficult game play. While a good attempt, it falls short of what I would expect out of a game like this. Some features like the fights add to the game, but it's not enough.

Another new addition to Nintendo's sports line, War on Wheels is nothing more than a [illegible] roller derby. The fight scenes are amusing and the challenge is [illegible]. Definitely a good effort by the [illegible] wizards of Jaleco! This cart reminds me of Excitebike for some reason...

Enjoy Hudson

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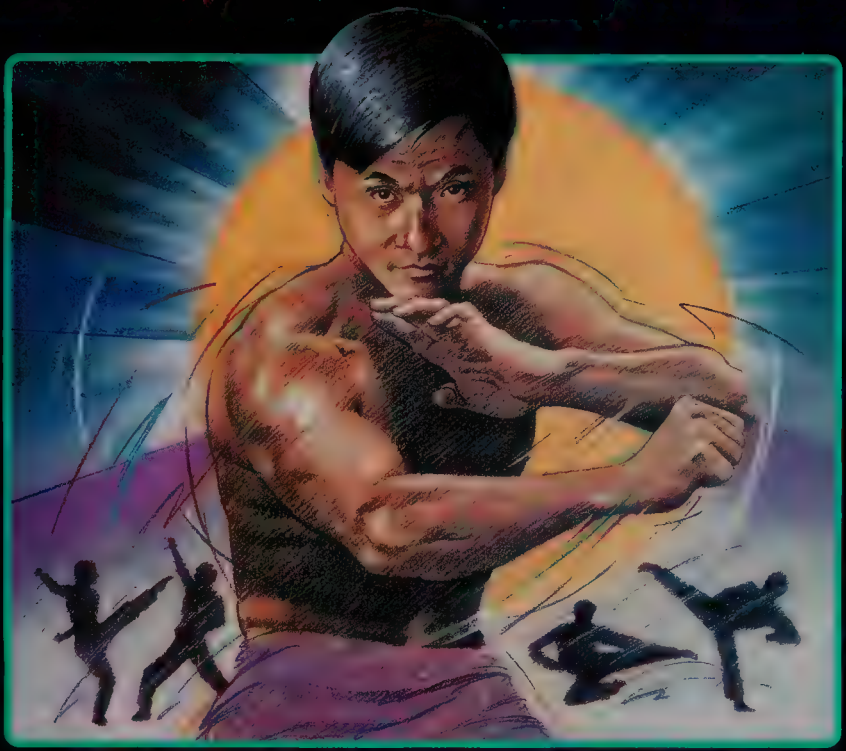

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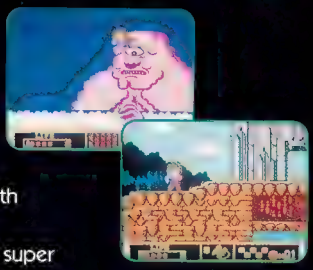

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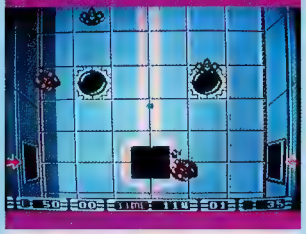
CIRCLE #109 ON READER SERVICE CARD.

Nintendo - Sofel

Klash Ball

Type: Sport Release: Apr.
Levels: NA Difficulty:Avg.



Far into the future, soccer, football, and robotics technology have meshed into one new sports breakthrough - Klash Ball! Command your players in an arena of destruction where only the best return to talk about it. Fast paced action consume every second as the power ball bounces from wall to wall and players explode after violent collisions! Select from multiple teams and game setting to triple the fun.

To tell the truth, this cart is an excellent effort to bring to the NES a game that would be fun at home in a 16-bit system. The game concept is good, and a 16-bit version can't be far behind. Still, it lacks the control and visual stimulation necessary to become a powerful cart.

It's not football, hockey, rugby or soccer but it is new and interesting as it seems to be a combination of all of them. Somewhat difficult to keep track of what is going on at times but this is more due to the NES than the game. Not bad as I was getting tired of all the 'normal' sports.

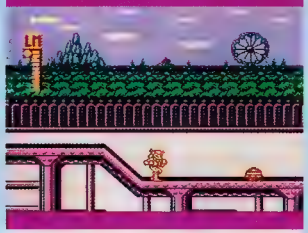
This game wants to be Cyberball but it doesn't come off that way. It tries so hard to come off as a futuristic sporting event, but it seems to be lacking in new features. As it is, the game is just air hockey with robots. The fast action helps it along and keeps you moving but it needs more.

Klash ball is an exciting, fast-moving game that can sometimes be extremely difficult to control. It can be hard to tell where the ball is headed, and the computer is very proficient at blowing up your players and scoring. Still, it's a challenge to true sports fans everywhere.

Nintendo - Jaleco

Totally Rad

Type:Action Release: Apr.
Levels: 5 Difficulty:Avg.



The master magician, Zebediah, has offered to train Jake his powerful magics. After much training Jake is attacked and his girl, Lisa, is kidnapped! Help Jake rescue Lisa using his awesome magic that can transform him into a birdman, a catman, or a fishman! Jake also has control of the various elements to wipe out a screenful of enemies in one swoop. The question is, why do these creeps want Lisa?

Now here's an example of Jaleco's brilliance that really shows their potential! Rad is, awesome, gnarly, and just plain cool are a few words that describe Totally Rad! The concept is unique, the music is awesome, the magic is gnarly , and the characters are cool. Good work!

Wow! Now this is a game that I am continuing to play even after doing the review. The graphics and BGM are much better than average and the bosses are, they are something else! This game takes practice but it is fun nevertheless. One of the best in a long time!

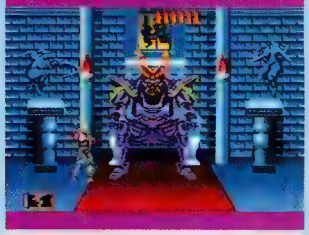
Awesome! There's still hope for NES with games like this. Original in concept, this game has excellent graphics and game play. Full of technique and a great power-ups plus plenty of variety. Hilarious end bosses take up the whole screen. If you don't get it, you'll be totally had.

Totally Rad is just that, totally rad! Even the best gamers will find the techniques involved in this cart to be challenging and satisfying. The graphics are good, and the music is upbeat. The end bosses will knock your socks off as they are usually a full screen tall! Good work, Jaleco!!

Genesis - Sega

Shadow Dancer

Type: Action Release: Feb.
Levels: 5 Difficulty:Avg.



Many years have passed and evil has once more returned to the world. Shinobi has returned in this sequel to the original cart to rid the world of these evil forces once and for all! This time, he's not alone, however. His faithful dog has accompanied him to help Shinobi ice the bad guys. The dog is virtually invincible, but will shrink to a puppy for a short while when hit. Don't underestimate him, though!

Shinobi at it's best! Although swamped by the influx of Genesis carts, this game is a treasure not to be overlooked. The graphics are very well drawn and animated, and the music is excellent. The only drawback to this cart is the lack of the different ninja magic I loved in Revenge of Shinobi.

This soft is a sleeper. Considering all the great 'big name' carts out there you might miss this game, but don't! Plenty of action, power-ups and very good animation. A lot of different moves to learn, and that is good for this kind of game. Good player control.

An excellent sequel to Revenge of Shinobi that helps fill the blank in the Genesis action category. Outstanding graphics and superb audio. The game play is very good with many techniques to master, but is set a bit too easy. I just wish the last boss would get out of his chair.

The first thing that captured my attention in Shadow Dancer was the brilliant graphics. The music is very good, and the play mechanics are well thought out. The addition of the pooch was more of a visual delight than a useful one. Still, Shinobi fans everywhere should get this one.

KABUKI QUANTUM FIGHTER

■ The setting—Earth, the future. ■ The defense computer protecting the entire planet has been invaded by a constantly mutating, evolving virus. ■ One lone volunteer has the courage to face the virus on its own ground. ■ Converted to raw data and transferred into the circuits of the computer, the molecular structure of this brave warrior is transformed by the as-yet untested Image Transfer System. ■ Into the circuits of the computer steps an unlikely hero—the Quantum Fighter! ■ Six levels of challenging action, unequalled game control, and a surprising arsenal of weapons!

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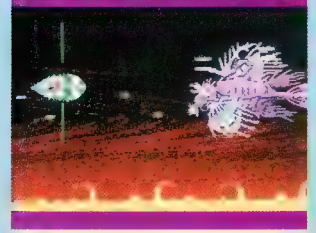
Genesis - Taito
Sagaia

Type: Action Release: Apr.
Levels: 28 Difficulty:Avg.



A generation has passed since the incredible victory in Darius. Now, a new danger has raised its ugly head. Tiat Young and Proco Jr., the ancestors of the original pilots, must face this oncoming threat head-on through 28 vicious levels of shooter action! Multiple weapon power-ups and numerous enemies comprise each exciting level, not to mention huge level bosses with one mission: destroy you!

Two gripes: Poor sound and no two player options. Okay, now that's off my chest, so I can say this is an incredible shooter. Fighting through 28 levels is mind-boggling, and the graphics are superb. I like the new Darius-style bosses, too. Wait until you see the last level bosses!

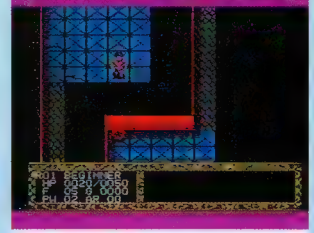
I loved the game as a PC Engine CD shooter and the CD BGM was spectacular. As a Genesis game the graphics are better but the sounds, well, they couldn't be better. But, I'll take graphics over audio any day. One of the longest games on any system!

Another 8Meg monster to buy for the memory muncher. The most impressive thing about the game is not its amazing graphics (and they are amazing), but the fact that it has a total of 28 different levels! Awesome bosses and cool power-ups. The sound could use some improving.

In Sagaia, the main problem is the poor sounds. Otherwise, it remains a worthy sequel to Darius, even adding more levels and different weapons options. One amazing aspect of this cart is the mini bosses that appear frequently through the game...they are the main bosses from Darius!

Genesis - Sega
Fatal Labyrinth

Type: Adv. Release: Apr.
Levels: NA Difficulty:Avg.



An evil dragon has taken over a peaceful land and now rests in the Fatal Labyrinth. Only you can defeat the forces of evil that lurk within and find the exit of the ever changing maze-ways. Power up your abilities through experience, potions, rings, and magical canes until you are strong enough to face the Dragon himself in his formidable lair! Only you have the bravery, speed, ability, and brains to succeed.

Even though the mazes change constantly, the gameplay itself never changes, let alone the music! How irritating! The title is right, however, for the Gamefan who hates playing the same levels over and over. Since no passwords exist, you can only finish in one sitting. Yikes!

There are two good points to this game. One, things change from one game to the next and two, the price. At least Sega is starting to realize that not everybody can afford a big 8 meg game and so everything changes the game will have a longer life span.

I'm not into RPGs and this game isn't very impressive. The graphics and sound are OK, but the game is just boring. The only thing that keeps this game from being fatal is everytime you play the mazes change. You never play the same game twice. Nothing to get excited about.

Fatal Labyrinth is a good game, but not a great game. It lacks the excitement of an action and the challenge of an adventure game. The best feature in Fatal Labyrinth is that the item functions and maze layouts change each time you play. The music is too repetitious as well.

Genesis - Renovation
Valis 3

Type: Action Release: Apr.
Levels: N/A Difficulty:Easy

Once again, the amazing Yuko must use her powerful Sword of Valis to defeat the evil growing in her land. This time, take along some friends and face the challenge together! Some characters will join your quest and help Yuko along the way. Featuring the classic cinema displays and magic, Valis 3 breathes new life into the classic action theme. Only the Sword of Valis has the power to overcome the evil!

8 Meg games rarely provide the punch they promote, but this hits the mark! Valis 3 has all of the qualities of a good game: good graphics, control, music and cinema displays. For those who cannot afford a high priced CD player, this cart will be a pleasant addition to their collection.

Leave it to Renovation to pick great games. Valis 3 has the perfect mix of challenge, gameplay, length, difficulty and action. Throw in very good graphics and interesting intermissions and this is one of the few 8 meg games that is worth the higher price!

Valis 3 is a very cool action game that has a lot to offer. Great graphics and good sound figure in this sword slashing adventure. Kind of like Castlevania 3, you meet new people and then become them. A bit slow paced and too easy, but very good. I miss the CD voices and music.

Cool! This version of the classic CD game was very satisfying and fun to play. Expecting nothing even close to the CD version, I was very surprised at the excellent graphics and cinema displays (minus voices). This is certainly a worthy game on its own. Take a look at this one.

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CIRCLE #110 ON READER SERVICE CARD.

Genesis - Sega
Flicky

Type: Action Release: Apr.
Levels: 99 Difficulty:Easy

Oh, no! Flicky has lost her babies and needs your help! Take flight into Sega's newest addition to it's family of Maze-Chases. Flicky's chicks are strewn throughout 99 increasingly difficult levels. Flicky, however, is not the only one who wants her chicks. Cats and lizards are trying to get their paws and claws on the chicks as well! Flicky is not totally defenseless since she can throw objects at the enemies too.

Here is a low cost game for the Genesis aimed purely at the younger players. The theme is cute, as are the characters but 99 levels is a little much. Since the mazes and enemies don't change, the game becomes tiresome quickly. The bonus stages do break the monotony a bit.

Another game from Sega that is both economical and fun to play. Not for everybody but once you try it you probably will want to keep on playing. It does go overboard with 99 levels but the youngest players will probably be the first to go through all of them. Not bad, but not great.

Based on the old and little seen coin-op Flicky is obviously not the most complex of games. It does however have its addicting qualities and with 99 levels at a 1Meg price is not too bad. Directed toward younger players Flicky is an average game for everyone in the family.

Flicky is a highly entertaining game for kids, but not much else. This theme was worn out after City Connection, and doesn't come alive here. The characters are few, the music is repetitive and the concept is old. The best part of Flicky is having 99 levels to complete.

GameBoy - Irem
R-Type

Type: Action Release: May
Levels: NA Difficulty:Avg.

R-Type comes to the hand-held front lines on the Nintendo Gameboy! Journey through 6 intense levels and fight the highly detailed round bosses with firepower only expected to be found in R-Type! Grab floating and hidden power up options and take on the enemy armada. Go where no Gameboy has gone before and take a stand against the forces of evil in a showdown not to be missed!

All Gameboy owners should keep an eye out for this cart! Rarely does a Gameboy game deserve my attention like this one does! Brilliant gameplay and graphics are featured in this hand-held shooter's dream. The control is responsive enough to make me feel I'm a part of the action!

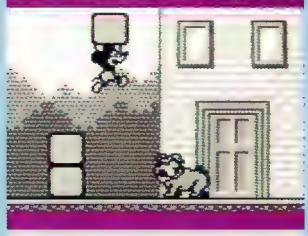
There are few GameBoy games that I want to play but this is one of them! Unbelievable graphics for the GameBoy and likewise for the game play. It could be the best shooter for this format and even the sound was enjoyable. This is one cart that you should get!

Excellent! One of my favorite shooters is available on the go. While not as good as the Super Express the GameBoy does a great job of capturing the look and feel of this arcade classic. Terrific graphics, stereo sound, and great game play. I miss levels 4 and 5 from the original.

R-Type on the GameBoy! Impossible, you say? Hardly! This translation to a portable format left little missing. True, the game sounds and graphics aren't quite as nice (color would help), but for the GameBoy, it is a true masterpiece. All shooter fans will enjoy this cart.

GameBoy - Capcom
Mickey's Dangerous Chase

Type: Action Release: Apr.
Levels: NA Difficulty:Easy



Mickey and Minnie team up in this fascinating tale starring most of Walt Disney's favorite characters. Mickey and Minnie take on the thugs, dogs, and various other obstacles while looking for magical stars and power ups along the way. Their main offensive weapon is to pick up blocks of stone and hurl them at the numerous enemies. They can uncover mystery items by lifting question blocks also. Go, Mickey!

It appears Mickey will be a hit no matter which system he appears on. Mickey's Dangerous Chase is a fun game to play, sometimes even silly! The option to pick Minnie is different, since Mickey is always saving her in other versions. No matter, though, this is a good all-around cart.

Once again it's Mickey to the rescue! This time he's not alone; Minnie is by his side, and this adds a new twist to this fun cart. Good graphics and hilarious scenes highlight the always pleasing game theme. Attack methods are like the previous titles. You can't keep a good mouse down!

Mickey is ready for action wherever you go. Great game play and good graphics as expected by everyone's main mouse. Pick Mickey or Minnie and go on an adventure. Different methods of attack and a cast of cartoony characters make Mickey a good game for all ages.

Cute, real cute. So far, Mickey and his gang are becoming real targets for the local evil forces. Why can't they leave them alone? Mickey's Dangerous Chase does a good job bringing Mickey home to the Gameboy, featuring decent graphics and humorous game play.

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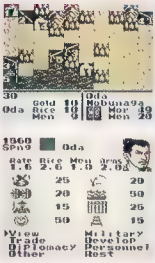

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Gameboy - Hi Tech Expressions
Hunt for Red October

Type: Action Release: Apr.
Levels: NA Difficulty:Avg.

You are the captain of the Russian sub, Red October. Your mission: get out of Russian waters and into the safety of the good old U.S.A. This journey will take you through sub and tanker infested waters, all aimed at blowing your sub away! Missiles and torpedoes are not your only worry, however, as the sea walls and floor can damage your fragile sub. To make matters worse, you must battle large bosses, too!

Average. No more and no less. The concept behind Hunt for Red October is excellent, but the execution is less than adequate. Unfortunately, this cart could have been much more enticing if it was faster and featured different enemies and hazards. The round bosses are good, however.

The Hunt, for some reason, seems to move unusually slow. It didn't have to as you aren't really on a hunt where a lot of thinking must take place. As is, it's only average. But the younger player would probably like the game more. It plays too easy for my taste.

The GameBoy version doesn't live up to the name. The game play gets frustrating and your sub isn't responsive enough. The graphics could have been better and the sound is minimal. The game didn't impress me as it moves slow and unpredictably.

The Hunt for Red October is nothing more than a slow-moving shooter in a submarine. The enemies lack variety, and the power-ups are disappointing. The sound is good, and the levels are large, but it just isn't enough to really impress me. Nice try, but it needs more.

Gameboy - Asmik
Mysterium

Type: Adv. Release: Apr.
Levels: NA Difficulty:Avg.

Utilizing the tools of fire, water, acid, and mercury, you must transmute the objects that you find scattered throughout the levels into objects that are useful. Use these objects to solve the mystery of the Mysterium. Dive head first into this challenging adventure game from Asmik. Find the clues that will teach you the formulas lost over time to overcome the difficult obstacles in your way.

Whew! My brain is tired from endless calculations and computations from solving this game. This game does not deliver fast-paced shoot 'em up action, but it never promised it, either. The puzzles are good, although the mechanics are a little choppy. Not for the impatient player.

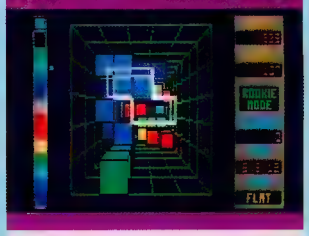
The name of the game says it all. It is a good game where you have to think and not everybody likes to do that. Don't look for lots of action but expect to be challenged every step of the way! I like it as I can do something other than shoot everything on the screen.

Trapped in a maze again. This game reminds me of Wizardry with a little more play appeal. Many secrets to unlock and a long series of puzzles to solve make this an OK cart. Not my type of game but Shadowgate fans should love it.

Well, Mysterium is a mystery to me! The best aspect of this game is that makes you think. My opinion is really present here. If you like brain-teasers, this game is just for you. Figuring out the correct formulas is not a problem, but getting them to work is another story!

Lynx - Atari
Blockout

Type: Puzzle Release: Apr.
Levels: N/A Difficulty:Avg.



Following in the footsteps of games like itself, Blockout adds a new dimension to puzzle games, the third dimension! Fitting two-dimensional pieces is one thing, but try fitting 3D blocks into a pit so that they interlock and dissipate. Additional features include: Optional pit sizes, block shapes, speeds and rotations. Only master puzzlers will be able to create a blockout, when no blocks remain on screen.

I think I'm getting dizzy watching these blocks rotate in three different directions! Tetris is my favorite, but Blockout adds a little spice to this waning theme. Different pits and block shapes jump up the action in ways unimaginable! I do miss the coin-op's talking head, though.

The 3-D effect on the Lynx is one of the pluses of the system. The game is decent and as challenging as Tetris but now you have to think with the added dimension of depth. A good addition to the Atari line-up as this is a game which doesn't grow old.

A cool variation on Tetris. Great 3-D effects and mind challenging game play. Stack blocks and make lines from an overhead view. A very addicting arcade conversion that lost very little except for the talking head that is at the intro scene.

Ah, a Tetris fan's dream...or maybe nightmare! The 3D effect in blockout is excellent and brings out the scaling and rotation special effects of the Atari Lynx superbly. Still, it is just Tetris in another guise, so it loses a little in the originality department. Marvelous work otherwise!

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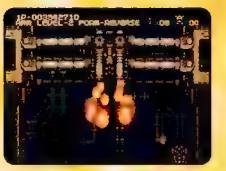
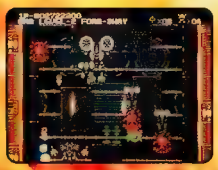
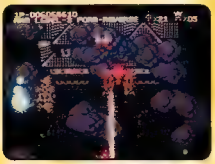


Fight the Flaming Turret, the scorching Level 2 Boss!

Giant enemies so big you may turn and run away!



Face intense, non-stop attack from enemies!



Use special weapons like the Blazing Beam, ***but be quick!***

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THE GAMES OF APRIL 1991...

NINTENDO

BATTLETOADS
Tradewest - Action

CONAN
Mindscape - Action

DIGGER T. ROCK
Milton Bradley - Adventure

DIRTY HARRY
Mindscape - Action

DOUBLE DRAGON 3
Acclaim - Action

FAMILY FEUD
Gametek - Family Fun

FARIA
Nexoft - Action/Adventure

FLIGHT OF THE INTRUDER
Mindscape - Simulation

GUNNAC
Nexoft - Shooter

HARLEM GLOBETROTTERS
Gametek - Sports

IKARI 3
SNK - Action

KLASH BALL
Sofel - Sports

LOLO 3
HAL - Puzzle

MAGICIAN
Taxan - Adventure

MAGIC DARTS
Romstar - Sports

METALSTORM
Irem - Action

METAL MECH
Jaleco - Action/Adventue

MONOPOLY
Parker Brothers - Family Fun

MOON RANGER
Color Dreams - Adventure

MOTOR CITY PATROL
Matchbox Toys -Driving/Act

NOBUNAGA'S AMBITION 2
Koei - Military Simulation

POWER BLADE
Taito - Action/Adventure

PRINCESS TOMATO IN THE SALAD KINGDOM
Hudson Soft - RPG/Adven

ROBOCOP 2
Data East - Action

SIMPSON'S, THE: BART VS. THE SPACE MUTANTS
Acclaim - Adventure

SKI OR DIE
Ultra - Sports

SUPER SPY HUNTER
Sunsoft - Driving/Action

TIMES OF LORE
Toho - RPG

TOTALLY RAD
Jaleco - Action/Adventure

TOUCHDOWN FEVER
SNK - Sport

WAR ON WHEELS
Jaleco - Action/Sport

WHOMP 'EM
Jaleco - Adventure

UNINVITED
Kemco-Seika - Adventure

ZOMBIE NATION
Meldac - Action

GENESIS

AIR BUSTER
Kaneko - Action

BIMINI RUN
Nuvision - Action

FLICKY
Sega - Action

GAIN GROUND
Renovation - Quest

JAMES POND
Electronic Arts - Action

KA-GE-KI
Sage's Creation - Action

PGA TOUR GOLF
Electronic Arts - Sports

CIRCLE #125 ON READER SERVICE CARD.

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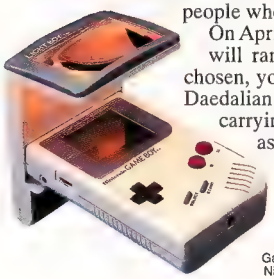
Hey gamers, are you ready to win NES games, a Game Boy/Light Boy carrying case, or a brand new mountain bike? Pay attention and learn how you can become one of the lucky people who will get to choose a Vic Tokai product of their choice.



On April 20, 1991 from 1:00 p.m. to 2 p.m. PST, the game counselor will randomly choose five callers each 30 minutes. If you are chosen, you will then be asked a question regarding Light Boy and Daedalian Opus. Answer correctly and a Game Boy/Light Boy carrying case or a NES game is yours. One lucky person will be asked three questions and will have the opportunity to win a hot, new mountain bike!

So go out and get Light Boy and Daedalian Opus and mark April 20th on your calendar. Good Luck!

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Taito - Shooter

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Razar Soft - Adventure

VALIS 3
Renovation - Adventure

BOMBERMAN
NEC - Action

MASTER SYSTEM

GHOULS 'N GHOSTS
Sega - Action

GAMEBOY

BATTLESHIP
INTV - Strategy

BURAI FIGHTER DELUXE
Taxan - Action

BURGERTIME DELUXE
Data East - Puzzle

CYRAID
Nexoft - Action/Strategy

DAYS OF THUNDER
Mindscape - Racing

FISH DUDE
Sofel - Maze

FLYING WARRIORS
Culture Brain - Action

GO GO TANK
Electro Brain - Action

HUNT FOR RED OCTOBER
Hi Tech Expressions - Action

JEOPARDY
Gametek - Family Fun

KLAX
Mindscape - Puzzle

KUNG FU MASTER
Irem - Action

LOOPZ
Mindscape - Puzzle

MARU'S MISSION
Jaleco - Action/Adventure

MICKEY'S DANGEROUS CHASE
Capcom - Action

MONSTER TRUCK RALLY
INTV - Action/Sport

NOBUNAGA'S AMBITION
Koei - Military Simulation

NBA ALL-STAR CHLNGE.
LJN - Sports

R-TYPE
Irem - Shooter

SOLOMON'S CLUB
Tecmo - Puzzle

SPUD'S ADVENTURE
Asuka - Maze

SWORD OF HOPE
Kemco-Seika - Adventure

TASMANIA STORY
FCI - Action

TORPEDO RANGE
Romstar - Simulation

WWF SUPERSTARS
LJN - Sports

LYNX

BLOCKOUT
Atari - Puzzle

ROBOTRON
Atari - Action

WARBIRDS
Atari - Action

GAME GEAR

DRAGON CRYSTAL
Sega - Adventure - Maze

G-LOC
Sega - Shooter

MICKEY MOUSE
Sega - Action

PSYCHIC WORLD
Sega - Adventure

SUPER MONACO GP
Sega - Sport

ndividual companies, and is current as of February 28, 1991.

GAMING GOSSIP

Super Famicom To Get New Name in the U.S.?...Atari Panther Update...Best Games of the CES... Atari Games' Future Coin-Op Hit...Aliens vs. Predator Take War to Japan...Mega Drive Rumors...

...Nintendo is the latest player to enter the fledgling CD-ROM market with a special player for their recently released 16-Bit mega system! Developed jointly with Sony, Nintendo is banking on the pricey peripheral to keep pace with competitors Sega and NEC who will both have units by the time the company unleashes the the wrath of the Super NES on American retailers come June at the CES...Other CES predictions from Q-Mann? Count on a fantastic fanfare from Nintendo to herald in their latest gaming achievement. At $179-$199, the newest member on the 16-Bit block is rumored to hit with Pilotwings, one controller and all the necessary cables and connectors. At the same time, don't be surprised to see a dollar drop from Sega or NEC to counter the Nintendo Empire, as well as a major thrust from both labels flaunting high-end CD-ROM technology. While Atari will be absent from the floor of the show, making a Panther preview unlikely, the shape of the industry will be definitely be primed and ready to explode all over again come Christmas season...

...Dum, de, dum, dum - While Mediagenic has been slowly slipping into the bottomless abyss of bankruptcy in the past months with several executive changes, Cinemaware jumped right into the pit and appears to have closed its doors! According to well-informed insiders, a deal between the masters of animated software and mega-label Electronic Arts was close at hand but never materialized, leaving the company with a full-time payroll and only part-time income...If you ask me, it doesn't matter if it's a resource or a magazine, Mega Play is the Ultimate Sega mag. Then again, a lack of creativity usually does signify that you're on the way out...Capcom is just one of the big names with plenty of Super NES softs ready to launch into stores once the machine hits in September. Count on Final Fight in October, followed by UN Squadron in January, Super Ghouls and Ghosts in February and Mega Man 4 shortly after that...

...The Simpsons will continue their proliferation into video games this summer, when Konami introduces America's favorite post-nuclear family as a coin-op arcade title featuring a "rescue Maggie" theme in a four-player (you pick from Bart, Lisa, Marge or Homer as your alter-ego) scrolling action contest. Acclaim, meanwhile has big plans for the clan, with a Super NES cart in the works to debut with the system this fall...Acclaim will also hit us with Terminator 2: Judgement Day, where Arnie comes back from the future to help protect Sarah Conner from an even deadlier monster machine called Key 1000...Look for some exciting news coming soon from American Sammy...

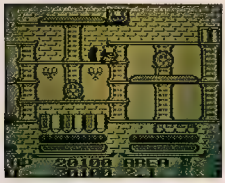
...The Atari Panther is rumored to be bringing back a feature not seen since (or before, for that matter) Colecovision: a numeric keypad in addition to a joypad! More details to come...Perhaps Sega does do it all! Sega representatives in Europe are refusing to dismiss the possibility of development work on a 32-Bit home system according to the leading trade paper CTW...Joy! Joy! Another game for that great $300 Super Grafx system! That means there will be a total of about a dozen titles once six more are released! While it does play PC Engine softs as well, the frequency of releases for this hyper 8-Bitter is every bit as reliable as rain in California...

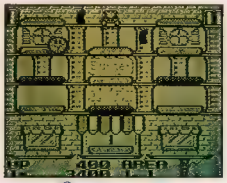
...The latest from Nintendo's grab bag of dirty tricks comes in the form of an acquisation from renegade third-party pioneer, American Video. It seems that the wizards at Nintendo have made some subtle changes to the chip set that powers the Nintendo - changes that were subtle enough to make American Video's games totally unplayable! While Quartermann has yet to see this performance (or lack of it) personally, it sure isn't surprising. Is it fair? Whoever said business was fair...Don't be fooled by the pictures, folks, Sonic the Hedgehog needs to go on a diet! He recently visited the EGM offices and boy was he heavy...Wouldn't it be cool if you could exchange characters from different games - like how about using the whipping power of Simon Belmont in the Teenage Mutant Ninja Turtles game! Wouldn't that be cool...That's it for now boys and girls, I've got to get back to my game! 'Till next time, here's hoping the U.S. smart bombs Hussein...

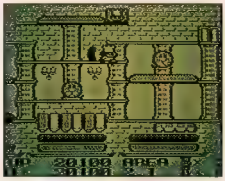
- QUARTERMANN

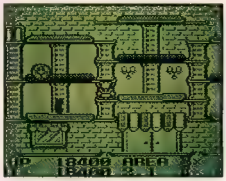
GIMME' THE WORKS!

Today's Special: ***Flame-broiled burgers piled high with all the works.*** Peter Pepper, the burger chef is stacking these sizzling, mouth watering burgers with all the trimmings. But the grill is smoking from the annoying food fiends – Mr. Egg, Mr. Wiener and Mr. Pickle – who are trying to slow down production. It's food flingin' fun for you and a friend with **BurgerTime Deluxe**, new from Data East.









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DATA EAST

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(408) 286-7074

CIRCLE #116 ON READER SERVICE CARD.

DATA EAST INTRODUCES NEW GENERATION OF ARCADE GAMES!

Video arcade game maker Data East has announced that it is working on developing what it calls, a new generation of arcade games. The key to this new technology, according to a Data East spokesperson, is a Digital Video Interactive (DVI) chip just introduced by the major IC maker - Intel.

Dubbed the i750, this video processor chip now makes possible the high-performance storage and retrieval of large blocks of animated graphics on CD-ROM media. Using this i750 Video Processor, and its own proprietary hardware and software, Data East has designed a new system that quickly and cleanly sends masssive amounts of graphical information to the video monitor, thus creating animated images with smooth, movie-like motion and definition.

Essentially, the DVI technology is a new way of compressing digital data. Even though a CD can hold a tremendous amount of information (4.4 gigabits), when it comes to displaying full-motion video, the CD runs out of memory in a very short time.

For example, in order to have a computer duplicate a digital image of broadcast quality, there have to be 30 different pictures every second. Each screen would have about 750 kbytes (6 megabits) of data - a tremendous amount of memory in itself! At tyhis rate, a CD would run out of memory in about 24 seconds! Hardly long enough for an arcade game.

"Thunderstorm" - the first DVI, all digital, full-motion, CD-ROM arcade game!

The new game system, code named, Interactive Video Game System, or IVG, is comprised of a 32 bit CPU capacity system mother board, and a CD-ROM system drive. The i750 chip will be able to compress the input data so that a total of 72 minutes of action would fit on one CD!

Since the pictures are true digital data, rather than analog as in standard arcade games, any frame, or portion of an image, can be extracted, enlarged, rotated or modified in any way, thereby allowing for unlimited possibilities in this arcade game. While there have been laser-disc games in the past, the data was stored in an analog form resulting in very little player control.

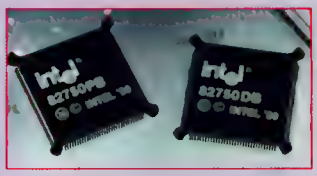
In addition, current plans have it that the hardware will be priced competitively with existing arcade machines, and that the installation of new software will be easy as changing a CD!

The first game demonstrated was "Thunderstorm, a helicopter action game. Data East plans to also make a driving game and other simulation-type games.

"Data East's DVI games will revolutionize and revitalize the arcade video game marketplace" said Joseph Keenan, president of Data East USA, Inc. "For the first time, arcade games will have graphics with the intensity, depth and realism of film animation. Players will have the sensation of being inside the game as never before. Over the past few years, arcade games have lost some of the technical edge over home entertainment systems. DVI technology returns that advantage ten-fold, and makes immediately available a highly advanced multi-media computer technology that will be found in arcade systems long before its entry in the home marketplace."

The first game utilizing this technology will be introduced in Japan this summer.

An early prototype version of Data East's new CD-ROM based hardware !



The Intel i750 video processor consists of a pixel processor and a display processor!

Rate Dragon Warrior II

1ST PRIZE
One winner will receive a statue of Gold Man.

2ND PRIZE
Three winners will receive the Jailers Key and the Watergate Key from Dragon Warrior II.

3RD PRIZE
Four winners will receive the Gold and Silver Keys from Dragon Warrior II.

4TH PRIZE
Six winners will receive a cloth displaying the armor from Dragon Warrior I, II and III.

5TH PRIZE
Six winners will receive a cloth displaying weapons from Dragon Warrior I, II and III.

Complete the Game and Send Us a "Report Card." Win Prizes and a Chance to be First to Play Dragon Warrior III.

When you complete your quest in Dragon Warrior II, send us a photo of you next to the game's final screen, along with your written, detailed impressions of Dragon Warrior II. Beginning in February, 1991, and continuing each month through May, 1991, the 20 best write-ups for each month will win one of the prizes shown above clutched in the monster's claws. In May, the 24 players with the best "report cards" will win a **pre-release copy** of **Dragon Warrior III** and a chance to provide feedback about the new game. Each month's winners will be notified by mail. Entries must include your name, age, address, telephone number, and the name of the store from which you bought the game. Good Luck Brave Warriors!

Watch the Dragon Warrior Cartoon Show. See local TV listings for time and station.

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CIRCLE #172 ON READER SERVICE CARD.

NINTENDO AND SONY TO INTRODUCE SUPER FAMI CD-ROM THIS YEAR!

Nintendo Company Ltd. of Japan and consumer electronics firm Sony Corp. have just officially announced that they are working on a joint project to develop a CD player for Nintendo's new 16 bit Super Famicom game system. Sources in Japan have told EGM that this project has been going on for some time now and that it is nearly complete. The finished CD player, sources say, will be shown, behind closed doors, at this months trade show in Tokyo.

While Sony of America can not discuss the project because of special nondisclosure agreements, EGM's foreign correspondents have been able to unveil some of the details behind this top secret project.

Unlike the CD-ROM players from NEC and Sega, which have been designed with low price in mind, the Sony unit will have capabilities that far exceed the current generation of game systems.

Rumors have it that the CD player will sell for under 100,000 yen ($750). Analysts in Japan predict, that if the price can be lowered to under 75,000 yen ($570), well over one million units would be sold.

It has been verified that this CD player will be incompatible with the current generation of CD players. This new unit will be able to not only play and display video games, but it also can be used as a medium for displaying computer graphics. Music is a third use for the new CDs but it is unknown if the player will have CD+G capabilities.

At this lofty price, Nintendo and Sony must be looking towards a use beyond just video games, and sources have indicated that this CD player may just lay the groundwork for Nintendo to introduce another generation of game machines even more advanced than the Super Famicom. These systems would probably be more closely related to computers and would serve as a multi media machine.

One thing is for sure - EGM will be there when the unit is unveiled!

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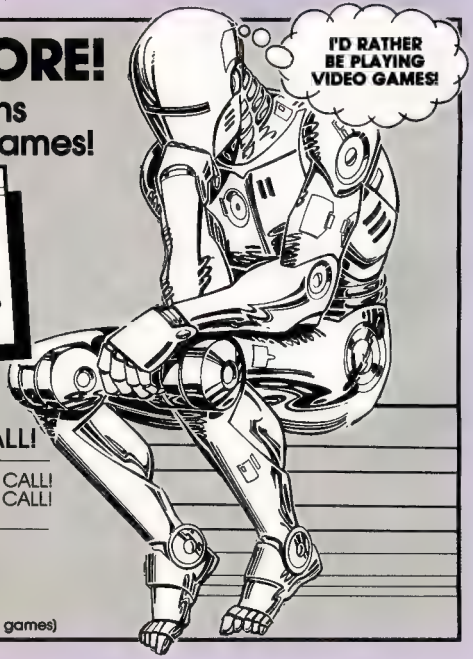

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If you blow it you could end up as dinner!

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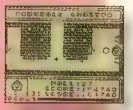
Blow it!

You have to blow it to win the game!



Enter a wacky world where your ghost's breath moves a fragile bubble around candle flames, fans and spikes. Wind your way through the maze-like halls. But pop the bubble and you blow it! Challenge *Bubble Ghost*, an a-mazing puzzle that will blow your mind and leave you breathless!

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CIRCLE #121 ON READER SERVICE CARD.

NEXT WAVE

S.C.A.T.; LASER INVASION; LONE RANGER; DEAD MOON; RAIDEN; PRO TOUR GOLF; SPACE INVADERS '91; JAMES POND; BATTLE WORLD; BURNING FIGHT; STREET FIGHTER 2.

MENU

- Nintendo
- Sega
- TurboGrafx
- Genesis
- GameBoy
- Lynx
- Game Gear
- Neo-Geo
- Arcade

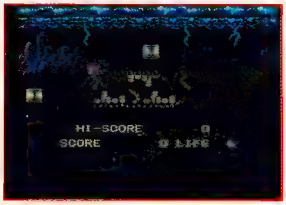
NEW SOFT NEWS

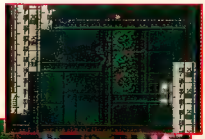
CES is over and all of the companies have settled down to put the finishing touches to the games which were incomplete and unfinished at the show. A few new carts have surfaced, but most are scheduled for much later this year. The big news is the portable battle which should start this month with the introduction of the $159 Game Gear and the $99 Lynx. Both companies hope to steal some of the market away from the Game Boy. The master system is 'Gearing' up for a major move with a new line up of 8 bit softs that include Strider (4 meg), Shadow Dancer, Spiderman and possibly Donald Duck!

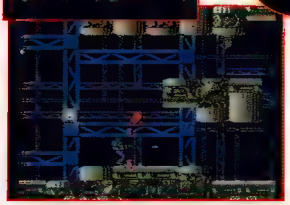
S.C.A.T.

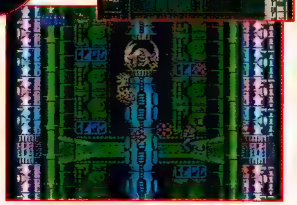
Natsume/Nintendo

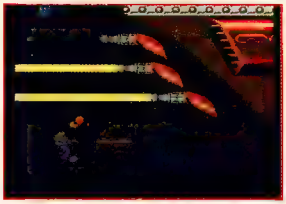
If this game looks familiar, as it should, you might remember it as Final Mission. While made by Natsume of Japan, a year ago they licensed it to Taito but it now is back as a Natsume game with a new name. Titled, Special Cybernetic Attack Team, this outstanding side view shooter, very similar in concept to Forgotten Worlds for the Genesis, has features that the serious NES game player has been looking for and not often finding! S.C.A.T. not only scrolls both horizontally and vertically but it also can be played solo or as a two person cooperative game! Spectacular graphics coupled with very challenging game play and fast and furious action set this game apart from the rest!











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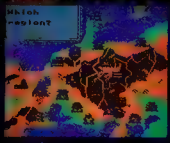

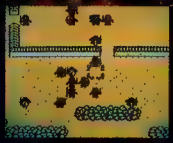

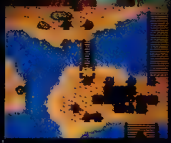

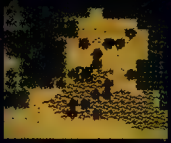

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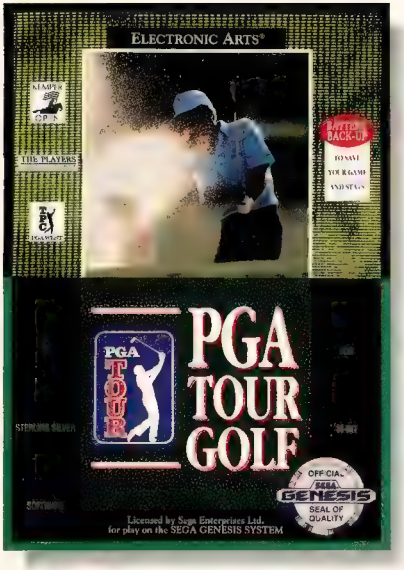

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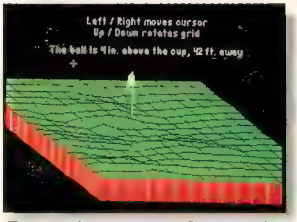

Topographic contours reflect even the smallest green wrinkle. If you misread them, watch out for the bogey man.

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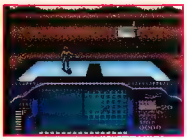
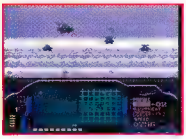
CIRCLE #111 ON READER SERVICE CARD.

LASER INVASION
Konami/Nintendo





Konami promised to create games that would take advantage of their new LaserScope's ad-vanced capabilities and this is the first of that series. Don't have a scope yet? No problem, the game works equally as well with the old Zap-per. Take to the air and blow away his copters; slice through his ground forces and maneuver through a first-person perspective 3-D maze, protected by killer mercenaries! Constant action for the quick thinkers and fast shooters!

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"Well it looks like the home town boys are down to their last chance in this, the seventh game of an incredible series. The score is 4 to 2 in the bottom of the ninth with 2 outs and runners on 1st and 2nd. The count is full, so the runners will be moving. Here's the wind-up and the delivery...Oh, Wade got all of that one!!...it's a deep fly ball to center!...Cole races back to the warning track!...IT'S GONE!!! HOME RUN!!!"

Now you can experience all the excitement of a neck and neck pennant race with EXTRA BASES™. You can pitch, bat, field, and run the bases just like in a pro baseball game. So step up to the plate and swing for the fences. With EXTRA BASES™, you're a sure winner.

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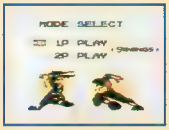

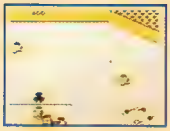

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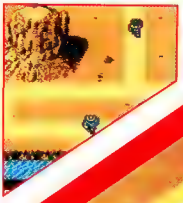
CIRCLE #110 ON READER SERVICE CARD

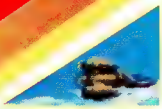
THE LONE RANGER
Konami/Nintendo

Hi ho Silver and away! The Lone Ranger is back with his faithful companion Tanto. Featuring over-head role-playing and shooting scenes that let you relive the cowboys and indians era on your NES. A good blend of action and strategy brings a whole new theme to the NES line up.



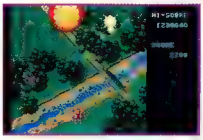
DEAD MOON
Radiance/ TurboGrafx 16

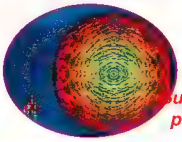
A new side-scrolling shooter that has 4-Meg of unbelievable graphics. New parallax distortion gives the backgrounds an amazing 3-D effect. Tons of power-ups and huge end of round bosses make Dead Moon shine.



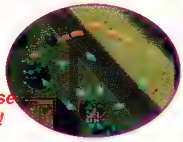
RAIDEN
Bignet/Genesis

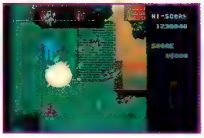
A great translation of the arcade blast'em up is making its way to the Genesis in a big way, 8-Meg of memory that is. Raiden delivers solid shooting action in the same category as Twin Cobra and Truxton. The two main weapons can be powered up to immense proportions. Other weapons such as homing missles and air to air missles can be picked up as well as a super destructive smart bomb.

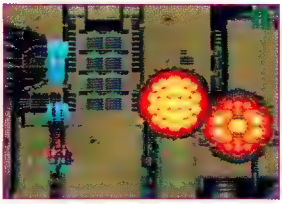


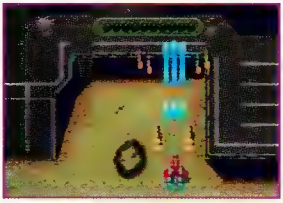


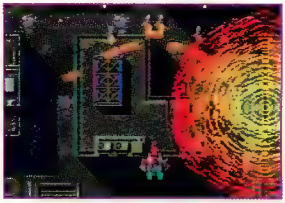
Super intense power-ups!











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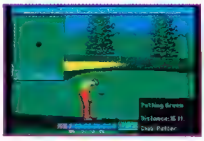
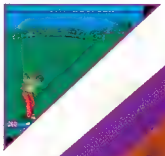
CIRCLE #175 ON READER SERVICE CARD.

PGA TOUR GOLF
Electronic Arts/Genesis

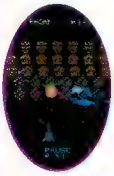


Move over Mr. Palmer as you now have some serious competition at your favorite pastime - golf. EA has taken a pass on tacking a big name to their newest sports game, and they really don't need it as the game play speaks for itself. Everything possible is built in, even mulligans, punch shots and the famous instant replay! Put backspin on your iron shots or try a chip shot to get the ball to the hole. Any way you play it you'll soon see that PGA Golf is the new generation of Sega golf games. Time to retire, Arnie!

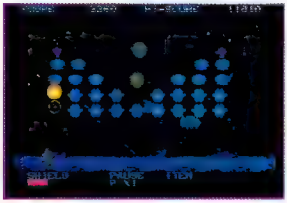


SPACE INVADERS '91
Taito/Genesis

Old games never go away, they just disappear for a while and then come back for a new generation of players. SI is one of the 'new' old games, and this time it has returned after being refurbished with spectacular 16 bit backgrounds and improved sounds.



The old classic is back; now in 16 bit form!



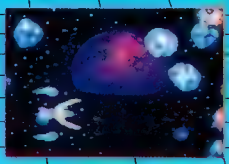
JAMES POND
Electronic Arts/Genesis

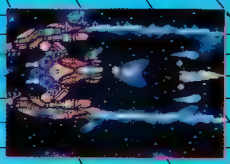
The name is Pond,...James Pond. He's a fish loaded to the gills with problems as much of his under-sea habitat is slowly being destroyed by mankind. Take on 12 perilous missions appropriately titled - A View to a Spill or For Your Fins Only. Give this lighthearted game a try just for the halibut as you could hooked on it!

Find the needed itens which are hidden in the ocean.

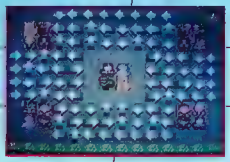
SHOOT 'EM OR SCOOT 'EM!

FROM THE CREATORS OF CYBERCORE™





A mind altering experience in high-tech bio-morphic action



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UNLICENSED TURBOGRAFX 16 SEAL OF APPROVAL

SONIC THE HEDGEHOG
Sega/Genesis

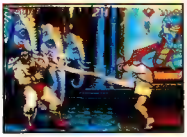
The cute little 'hog' is coming this summer to the Genesis. It's a quest/adventure loaded with hidden items, power-ups and surprises. Great 16 bit rotation too! Look for more in May!

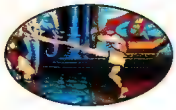
BATTLE WORLD
SNK Home Entertainment/NEO GEO

SNK has plenty of new softs underway. What was at CES is only the tip of the iceberg! Battle World, similar in concept to Ninja Combat, will soon be out.

STREET FIGHTER 2
Capcom/Arcade

The fabulous sequel to the original Street Fighter is on its way to the states! Already out in Japan, and a major hit at that, Capcom will soon have this punch and kick masterpiece over here for us to enjoy. Lots of new moves, weapons, powers and huge bosses to contend with. Spectacular multi-layered backgrounds that only an arcade machine can do!





New moves to try out, or watch out for!

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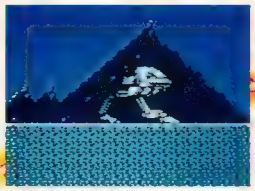
METALMECH™

MAN & MACHINE

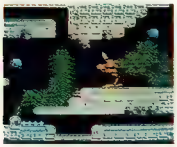


The all-terrain attack vehicle of the future!

The most powerful duo on the face of the earth!

Fight "The Great Alien Invasion" with MetalMech!

MetalMech is the all-terrain attack vehicle of the future—a fusion-driven, three-legged beast that mangles, stomps and blasts anything in its path...mechanized dogs, slinkys, rats, space-fighters and more.



You can beat 'em into the ground...

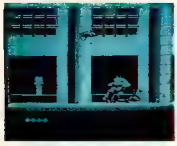
Need to blast enemies out of a tight spot? **Eject your armored warrior from MetalMech and strike out on foot.** Zap 'em on rooftops, balconies, and in underground passages.

...or blast 'em underground...

The MetalMech battle takes place on **dozens of screens through six levels** of the most exciting, super-futuristic, blasting action ever created for the **Nintendo Entertainment System.**®

But beware—this machine has a mind of its own. It's up to you to discover all of the controls, weapons and tech systems. Then make them work for you as you fight against time to save what's left of mankind.

...or fight 'em alone!



It's what you need in a world gone to the dogs!

New! For the Nintendo Entertainment System.

JALECO™

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TRICKS OF THE TRADE

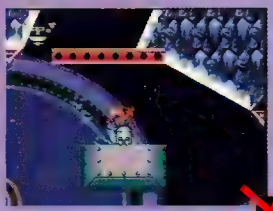
TOP SECRET VIDEO GAME TRICKS, CODES AND STRATEGIES

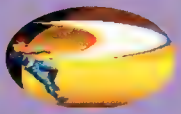
STRIDER

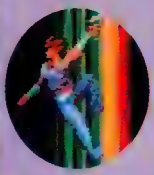
(Sega/ Genesis)

Secret Room - In level 2, fight your way past the gorilla and follow the procedure below. This will get you to a secret roomwhich is really just a a glitch in the game. It doesn't do anything for you, but it is very cool to watch.

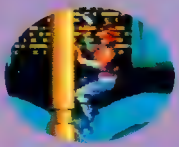
Eric Viglotti
La Jolla, CA

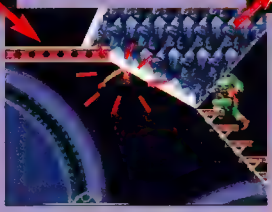






On level 2, fight past the gorilla and jump onto one of these containers. Wait till you're at this point..





Jump into the rock at this point and you should go right through. Try it till it happens.

You'll get caught in the rocks and then forced down into a hidden area.

While in the room you'll fight the phantom fighter. Just walk to the right to go on.

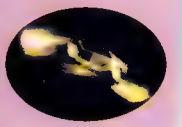
MICHEAL JACKSON'S MOONWALKER

(Sega/ Genesis)

Stage Select - Now you can select any stage except for stage 6! All you have to do is hold **UP** & **LEFT** and button **A** on controller 2. Then push start on controller 1 and select a one player game. After pushing start, you will see the words "Round 1." Simply hit left or right to select the levels and press start.

Jim Polak
Joliet, IL

UP & LEFT AND 'A' ON CONTROL -LER 2



FUN FOR KIDS OF ALL AGES

GAIN GROUND

2 PLAYER

If your idea of fun is blasting your way through endless armies of fierce enemies from the past, present, and future, then GAIN GROUND is your game. Choose three warriors from an elite group of twenty, all with different weapons and capabilities, to venture into this strange and deadly world of war simulation gone berserk, where helpless captives await rescue. Team up with a friend and hit the battlefield... Young, old, or in-between, everyone can be a hero in GAIN GROUND.

CIRCLE #113 ON READER SERVICE CARD.

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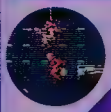
GI JOE
(Taxan/ Nintendo)

Last Level Password - To start at the last level with Commander Hawk just type in this password: **DRR3JOV8C**



MEGA MAN 3
(Capcom/ Nintendo)

Instant Rush Trick - To get Rush Jet or Rush Marine early in the game before beating thier respective levels all you have to do is beat Sparkman or Shadowman. Then go to the subscreen and place the cursor on sparkshot or shadowblades. Move to the right and press the A button.

Will McCrate
Portageville, MO

He'll be empty so...

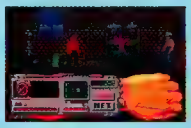
fill him up.

GI JOE
(Taxan/ NES)

Second Quest - To play the 2nd quest type in **ZND39N5XF**

TECNO COP
(Razorsoft/ Genesis)

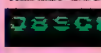
Unlimited Lives - If you are running low on lives just perform the following trick when you are in any building scene. Simply pause the game and hit C ten times, A five times, B two times, and A ten times. The game will say "Technocop" and when you resume game play you get all your lives back!



Tracy Charlton
Ogden, UT

SILVER SURFER
(Arcadia/ NES)

Secret Passwords - Hit up on both controls for entry screen. For 2 extra continues use **J8S CL9**. To make the game harder use **KCHDR4**.



MS. PAC MAN
(Atari/ Lynx)

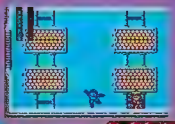
Super Speed - To zoom around the screen just press pause then press A twice, B, Option 1, A twice, B, Option 1. A lightning bolt will appear now hit B for a blast of super speed.

RAMPAGE
(Atari/ Lynx)

Level Select - Go to the monster select screen and press pause. Unpause and pick your monster. When the headline comes up hold Option 1, and move the pad to select a stage.

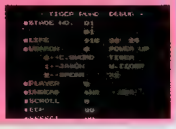
MEGA MAN
(Capcom/ NES)

Frozen Enemy and Boss characters - To stop virtually any character in the game, including the bosses, all you have to do is hold UP and A on controller two. This really helps against the bosses since you can freeze them and let them have it.



TIGER ROAD
(NEC/ TurboGrafx)

Debug Mode - Just hold UP and Button 1 on controller 2 and you will go to a cool Debug mode .



THIS TINY GAME HAS 1,253 ENEMY SOLDIERS, 392 TIME DELAY BOMBS, 140 LASER CANNONS, 28 SINKHOLES, AND ONE KICKBUTT ATTITUDE.

BUT IT STILL HAS ROOM FOR YOU.

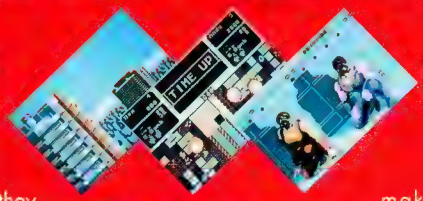
Give or take a few enemies, time delay bombs, laser cannons, and sinkholes, but who's counting. Because you'll need all your skills, good judgement, and quick reflexes to crack this game.

In Crack Down, you must accept a top-secret mission to re-take control of a heavily guarded facility where artificial life systems are created. The only problem is that their evil leader wants to use them to take over the world. And they don't appreciate well-armed, visitors spoiling their plans.

Once inside, you'll have a limited amount of time to set off time delay bombs at key locations inside the compound and get past the patrolling guards.

If you need help, use the two-player split-screen mode. This special option allows you and a friend to blast away with your weapons as two separate teams within the facility.

So if you want a game that has an attitude, make a reservation to play Crack Down. We have just enough room to fit you in.



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SWORD OF SODAN

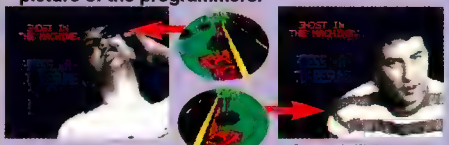
(Electronic Arts/ Genesis)

Secret Message - Drink one of each potion at the same time and you'll be poisoned and given some true words of wisdom.

ROADBLASTERS

(Atari/ Lynx)

Hidden Ghosts - In Bubble City drive into the first tree on either the right or the left side of the road while holding the B button to get a picture of the programmers.



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CIRCLE #176 ON READER SERVICE CARD

TEENAGE MUTANT NINJA TURTLES 2

(Konami/ NES)

Simon Belmont Trick - First hit Reset five times then at the title screen hit UP & A four times, Down & B three times, Left & Select twice, and Right & A once on controller 2. Then on controller 1 hit U, D, L, R, B, A, Select, U, D, L, R, B, A, Select. You'll hear a whip slash sound and Simon's head will appear where the turtle icon was. Hit start and play as Simon Belmont!!!

A. P. Rilphuuls
Fromegem, HA

After you've tried this 10 times read the name of the person who sent this in.

CHIPS & BITS

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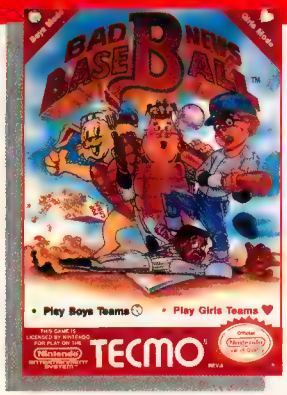
WIN A FREE GAME FROM EGM!!

We want you to play like a winner, and we're ready to pay! Give us your tips and clues, your secret continues, level selects, power-ups, passwords and codes! If we print your tip, we'll give you credit in these pages as well as a free game of our choice (you can pick the system)! Get the best tips anywhere and get a great game as well from the magazine that's first with the best secrets on all the game systems - EGM! Mail tricks to: Tricks of the Trade, 1920 Highland Ave. Suite 222, Lombard, IL. 60148.

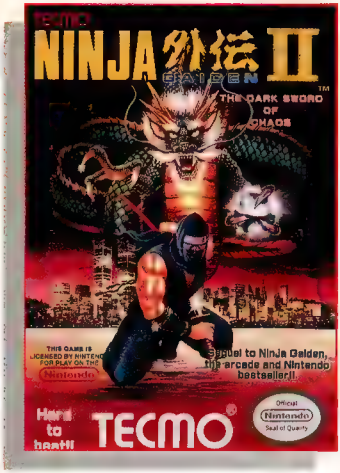
Sendai Publications, Inc is not responsible for the submission of similar or identical tips, and is not obligated to award the game carts to those people who submit information that has already been printed or was previously located by the staff of the magazine or any affiliated publication or media source. In the case of two identical tips being submitted, the first tip received will be chosen as the winner. Final selection of games is up to us. Void where prohibited by law.

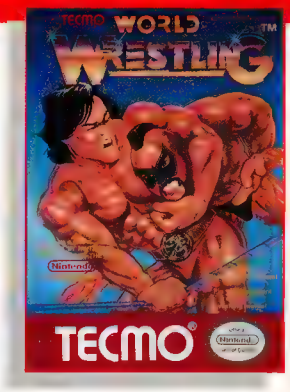
YOU'VE TRIED THE REST
NOW PLAY THE BEST!



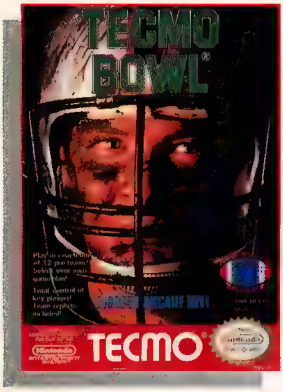
- 1 or 2 players
- Superior graphics
- Password for continued action
- Instant close-ups
- Over 20 different cinema displays
- 24 Different teams
- Choose from 18 different pitches

- Single player action
- Fantastic graphics & music
- 6 special weapons
- 5 "Power up" items
- 10 Cinema displays
- 20 Different stages
- Continue option





- 1 or 2 players
- Superior graphics
- Animated announcer
- Outside-the-ring action
- 34 different killer moves
- Power meters
- Training mode for 1 player



- 1 or 2 players
- Superior graphics
- Coaching mode
- Password for continued action
- 12 teams
- Super action cinema screens

- 1 or 2 players
- 5 rounds in each level
- Random road obstacles
- 3 levels of game play
- Special 2 player rounds
- 6 "Power-up" driving weapons

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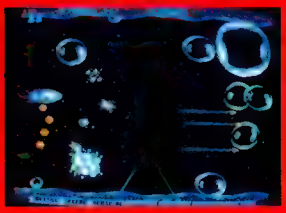

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GENESIS • NINTENDO • NEO GEO • PORTABLES

BE THE FIRST TO KNOW WITH SUPER GAMING...

Are you the type of video game player who has always wanted to know about the latest games and systems but could never find a magazine devoted entirely to what's new and in the future? Not just games for the Genesis, Turbo and Nintendo, but also previews of Japanese titles that won't arrive on these shores for years - if ever!

Now the editors of Electronic Gaming Monthly, always the first word in video games, has created a magazine especially for you! Super Gaming will take you where no other game magazine has ever gone before, with the latest news and game previews for your Sega 16-Bit, NEC or Nintendo systems! With Super Gaming you will know about the hottest carts of tomorrow today, as well as new developments and game systems!

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Take advantage of this introductory offer and you can receive four full-color issues of Super Gaming weeks before it appears in the stores for only $9.95! Become a Super Player today!

SEGA DEBUTS GAME GEAR - SPECIAL PICTURES INSIDE!!

MICRO GAMING

THE ULTIMATE PORTABLE VIDEO GAME MAGAZINE

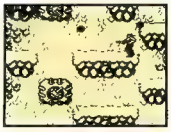
GB FACT-FILE SPECIAL!!
Get the Scoop On Pac-Man, Ultima, Rolanda's Curse and Mega Man With Super Maps and Tips!

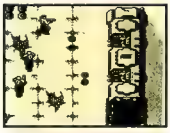
SUPER CES PREVIEW!!
Sneak Peeks at the Best Games From the CES!!

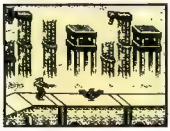
Hot Games From Japan That You May Never See!!

Irem's Fantastic
R-TYPE

GIVE YOUR GAME BOY A TASTE OF COMBAT, CONTRA STYLE.







Mmmmm, Operation C™ for Game Boy™ has all the brutal battle flavor of the NES hit Contra.™ But here's the bite: this time it's Scorpion alone versus Black Viper–Red Falcon's partner in slime–who's turned a secret naval lab into an experimental alien freak factory.

To blow away Black Viper's pit of hideous genetic mishaps, you must blitz five merciless war zones including Mutant Mountain, Phlegm Forest and the dreaded Cave 'O the Crud Creatures. All infested with zombie snipers, bloodthirsty squid lice, savage spider moths, devastating techno-terrors and more.

Of course, in true Contra style, you'll have to upgrade your arms as you go with Spread Guns, Fire Guns and the all new vermin-seeking Homing Gun. Three lives plus a Continue Mode may keep you going. But Black Viper's awfully hungry and you're going to make a tasty Blue Plate Special.

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CIRCLE #146 ON READER SERVICE CARD.

...MICRO GAMING SPECIAL!...

CONTENTS

The Game Gear is here! Check out the specs and games for this new portable.

The Mega-Hit - Mega Man makes his GameBoy debut, and it looks hot!

More great GameBoy softs are on their way. Take a peek at what's on the horizon!

Japanese GB and GG carts fit their U.S. counterparts! See what's new across the ocean!

4

GAME GEAR-USA!

Sega's new color portable is coming out this month! It's affordable, compact, and can be turned into a TV! With plenty of good games coming from Sega and its licensees, the Game Gear provides a good alternative to the black and white system.

10

MEGA MAN

Mega Man is now chasing Dr. Wiley in glorious black and white. This mega-soft is so good that you won't even miss the color! The mazes are new but the foes will look familiar!

12

R-TYPE

One of the all time favorites is coming out for the small screen. Featuring the same huge bosses and intense action as its full size cousin, the GB version is the one to get!

16

ROLAN'S CURSE

American Sammy has a new quest adventure coming out for the GameBoy. Featuring both a one and two player cooperative mode, this cart is going to be as big a hit as the Zelda quest games were!

18

ULTIMA

The king of the RPG's is on its way for the GameBoy! The quest is just as challenging as one for the Nintendo, but you can now take it wherever you go!

20

GAMEBOY PREVIEWS

One thing which the GameBoy does have to offer is a constantly changing supply of affordable games. New this season will be NBA Basketball; WWF Wrestling and Fastest Lap in the sports category. Tail 'gator; Hunt for Red October and Crystal Quest fit in the action genre; and, Altered Space; Final Fantasy 2, Hatris and FaceBall in the cerebral group. For just fun, look for Fish Dude, BurgerTime Deluxe and Spud's Adventure.

23

INTERNATIONAL OUTLOOK

Japan had a head start on the U.S. as their Game Gear is over 6 months old. Take a look at a few of the carts which haven't made it over here yet, but are bound to be coming soon. Also, scope out some interesting Japanese GameBoy titles, like Paradius and Ice Hockey, which are worth getting.

24

TURBO EXPRESS CONTEST

The other portable system are good, but, like cars, why drive a Ford if you can afford a Lamborghini! Definitely not for the budget minded, but as the old adage says, you get what you pay for! Here's your chance to win a free Turbo Express!

GAME GEAR NOW IN U.S.!

Sega's has just announced that the U.S. version of their color, handheld portable Game Gear will be go on sale later this month. Set to roll out initially in only two test market cities - New York and Los Angeles, the GG will retail for about $150 and come packaged with the game Columns and a wrist strap.

The U.S. GG is identical to the Japanese version. All the specifications are the same and, like the GameBoy, the GG will play the Japanese games directly!

Sized about an inch shorter than the new Lynx, the GG has an LCD screen which measures 3.2 inches diagonally. Unlike the GameBoy, the GG's screen is backlit, allowing for game playing under any lighting conditions, even in total darkness. The screen resolution is good, better than that of the Lynx, and more than adequate for games. Likewise for the sound, as it is true stereo (mono on the Lynx), if you listen through your own headphones.

Besides the basic unit, Sega is readying a few very important peripherals and accessories. Seeing how fast the new generation of color portables eat batteries (3 to 4 hours on 6 AA alkaline batteries), Sega wisely will offer an AC adapter ($12), an auto DC adapter ($27) and a rechargeable nicad battery pack ($52). The link cable ($11) will also be available. But perhaps what will dramatically improve the usefulness of the GG, and set it above the nearly equal Lynx, is the TV tuner ($98)! This option though, won't be available till fall, as FCC approval is required. Our Japanese tuner brings in a good picture and adds little to the bulk and weight.

The new packaging for the U. S. Game Gear!

The GG is a system that is well designed and built to take a lot of use. We have had several Japanese systems since October and each has performed flawlessly. Our new U.S. unit has also operated equally as admirable. With a good, constant supply of new games the GG could be a formidable foe to the big 'N's portable.

The Game Gear with the optional tuner.

The Game Gear Specifications:

CPU	Z80A	Clock Speed	3.58 Mhz.
Main Ram	64Kb	Dimensions	4.1x8.27x1.5"
Video Ram	128Kb	Screen Functions	XYZ Scrolling
Palette: Colors	4096	Power Source	6-AA (4Hr.Max)
On Screen Colors	32	Sound Output	Stereo
Resolution	160x146	Max GG Linked	8 units
Screen Size	3.2"	Screen Type	Backlight TN
Weight	20.1 oz.	Sound Source	3PSG +1noise +1 special

GAME GEAR PERIPHERALS

$98

TV TUNER - Turns the GG into a mini-TV!

$12

AC ADAPTER - Lets you plug the GG into AC outlets!

$27

CAR ADAPTER - Provides DC power to the GG!

$11

GEAR-TO-GEAR-CABLE - Allows for head-to-head competition!

$52

RECHARGEABLE BATTERY PACK Provides a portable, economical alternative to batteries!

NOTE: PRICES OF OPTIONS ARE BASED ON JAPANESE EQUIVALENTS.

CONTINUED ON PAGE MG - 6

PAC-MAN'S BACK AND GAME BOY'S GOT HIM!

PAC-MAN © 1980, 1990 Namco Ltd. All rights reserved.

The arcade classic Pac-Man makes his Game Boy™ debut in this sensational new release from Namco. Relive the adventure as you munch your way through twisting mazes filled with power pellets, bonus fruit, and those wicked ghosts! Beware of their touch- they've been known to snack on Pac's.

Hook up with a friend to double the excitement in this first 2-player Pac-Man™. Determine the challenge by choosing the number of lives you'll need to defeat your opponent. Add fuel to the rivalry by using the handicap feature which allows two players to begin in different rounds. Gulp down a ghost and shoot'em to your opponent's maze!

There's Ghosts to gobble so get Pac'n.

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The Game Creator

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NEW SOFTS FOR A NEW SYSTEM!

New packaging for the carts.

When the Game Gear is introduced in the U. S. later this month, five cartridges will be immediately available. Beyond this, Sega officials state that they will release at least one new game per month. Third party licensees have also jumped on the GG bandwagon. At the Winter CES Kaneko was showing Berlin Wall and Bignet had Junction. Should the GG catch on, other companies could rapidly tap their Japanese parent company's GG carts. Namco could bring over Pac Man and Taito has Chase HQ and Haley Wars. Most obvious though, is Sega. Should demand require it, they could quickly and easily redo their entire library of Master System carts to work on the GG. Moreover, Sega of Japan has plans to do brand new carts. Space Harrier 3; Alien Storm; Millenium; VS. Kung Fu and Ourun are on their schedule, as are Golden Axe; Alex Kidd and Tennis.

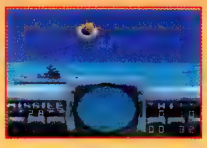
The prices for the GG softs will be in the $30 to $40 depending on potential popularity and/or memory size.

Sega officially introduced the U.S. version of the Game Gear at the Winter CES.

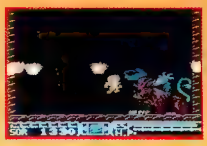
THE FIRST GENERATION OF GAME GEAR GAMES!

COLUMNS (With GG)

SUPER MONACO GP April 1991



G-LOC April 1991



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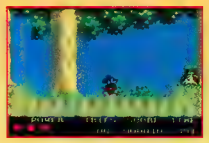
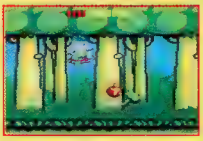
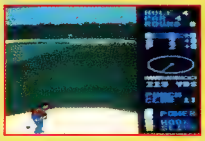


CASTLE OF ILLUSION April 1991

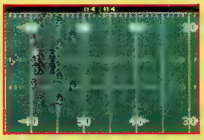
DRAGON CRYSTAL April 1991



REVENGE OF DRANCON May 1991



LEADER BOARD GOLF May 1991



JOE MONTANA FOOTBALL June1991

SHINOBI June 1991

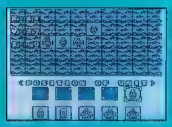
vap GAME™

Thrilling War Simulation Game

Power Mission™

Based on high-tech telecommunication functions, Power Mission simulates a realistic battle against a powerful enemy force. Select and deploy your own fleet—(there are 7 to choose from!!!) and track down the enemy by using radar. Then, stage your attack with missiles and various weapons to defeat the enemy. There are ten stages to this strategic Power Mission. As you clear each level, the enemy fleet will gain more and more power. The fighter that sinks his opponents fleet first-WINS!

Power Mission is for 1 or 2 Players.
Password Memory feature for continuing play.



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CIRCLE #106 ON READER SERVICE CARD.

OFFICIAL GAME BOY VIDEO LINK GAME PAK

LICENSED BY Nintendo

Official Nintendo Seal of Quality™

Printed in Japan

MEGA MAN
DR. WILY'S REVENGE

FACT-FILE
Manufacturer: Capcom
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: 9
Theme: Action
Difficulty: Average
Number of Players: 1
Available: May 1991

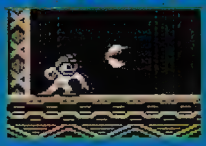
MEGA MAN IS BACK IN BLACK AND WHITE!

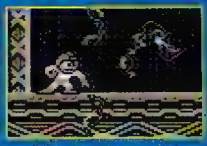
[illegible] Heatman, Flashman, Quickman, and Bubbleman form his second adventure. Mega Deja Vu!

Mega Man contains great graphics and sound, as well as the outstanding game play that made the NES version a hit. The only thing that is missing from this cart is the color. This is destined to be one of the best GameBoy carts ever.

MEGA WEAPONS!!!

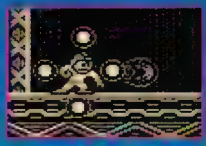
REGULAR SHOT
A rapid fire gun with unlimited firepower.



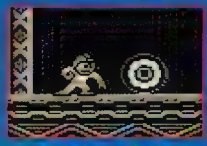


ELECBEAM
A high voltage 3-way electric beam

ICE BEAM
Freezes the enemy for a few seconds.



FIRE SHOT
[illegible]



ATOMIC FIRE
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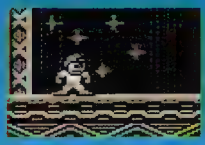
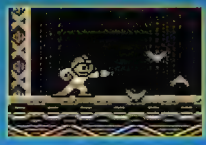
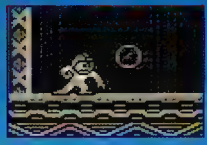


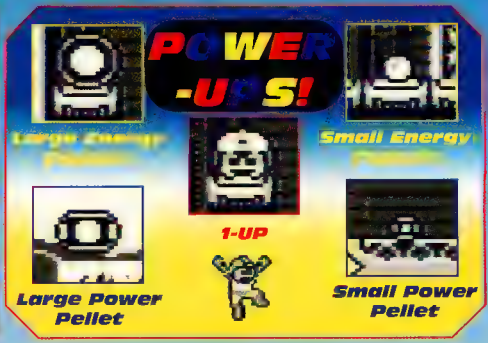


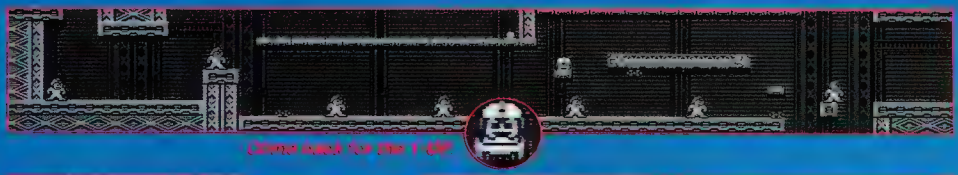
QUICK BOOMERANG
Equip Mega with fast firing boomerangs.



BUBBLE LEAD
An extremely slow but destructive ball.

Like the NES version, a menu screen displays all of the weapons you have available. There's even a password so you can keep the weapons you've collected.



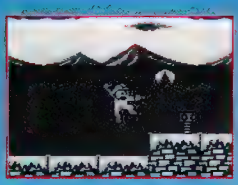


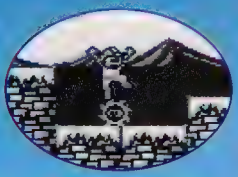
Climb back for the 1-UP.

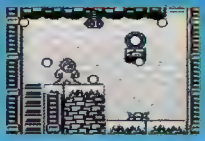
Stay in the middle and jump when it goes by, then go for it.

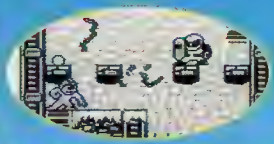
Shoot him first or he'll blast you off the platform.

Now face Cutman!! Designed to be a robotic lumberjack, he now uses his deadly blades to attack his foes. Rapidly fire at him when he lands.









Now that you're equipped with the Cutman Blade, go for an arctic adventure in the world of Iceman. In this world Mega Man will face slippery terrain and pits filled with deadly spikes. One bad jump and that's the end of Mega. Survive this frozen labyrinth and you'll be face to face with the uncool dude himself - Iceman.

R-TYPE

FACT-FILE

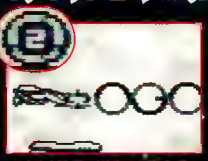
Manufacturer: Irem
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: 6
Theme: Shooter
Difficulty: Average
Number of Players: 1
Available: May 1991

DESTROY THE BYDO EMPIRE!!

They came from an unknown galaxy light years away, wrecking havoc and chaos from star system to star system. Possessing incredible firepower and an alien armada that can obliterate an entire star cluster, the Bydo Empire is an evil force of destruction to be reckoned with. Now they've entered the Milky Way and are knocking on Earth's front door. The Earth Defense League is nearly helpless against this brutal onslaught of intergalactic terror, but there is a ray of hope left. Their weapons team has developed the ultimate in offensive laser weaponry code named: R-TYPE. A special prototype spacecraft dubbed the R-9 will be equipped with this extraordinary weapons system and piloted into the heart of the Bydo Empire. You are the one who must save the universe from this dreaded threat in this incredible arcade blast'em up.

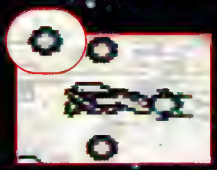
EXPLOSIVE R-TYPE FIREPOWER!!

REFLECTIVE LASER



HEAT RING LASER

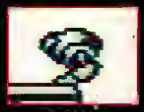
AIR TO SURFACE LASER



BIT UNITS

These are helpful shields. When used with the Heat Ring Laser the Bit fires at the enemy too!

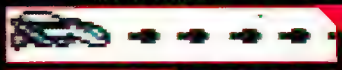
SPEED UP



POW ARMOR

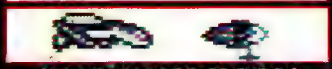
POWER UP YOUR DROID FOR INCREASED FIREPOWER!!

RAPID FIRE...



Or store up plasma energy to fire a huge blast!

BEAM



ATTACH THE DROID TO THE R-9

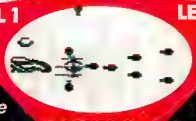
FRONT

REAR

By far the most important weapon in the R-9's arsenal is the indestructible diamond-armored droid. It can be used as a shield or launched forward as an additional weapon!

LEVEL 1

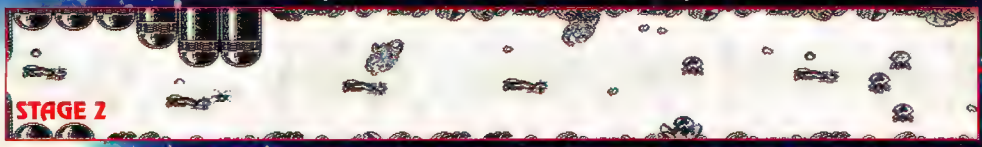
LEVEL 2

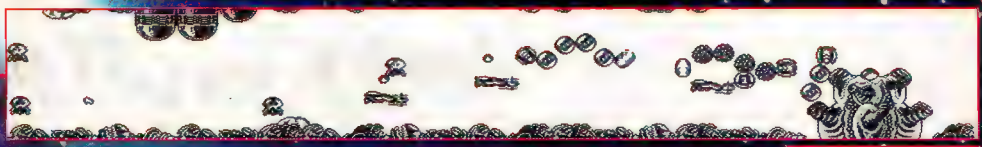


LEVEL 3

Throughout each level are several power-ups. The first weapon icon you capture will always give you a droid. Each additional weapon afterwards will power up your ship's firepower as well as your droid's.

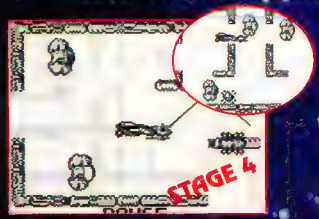
Your mission begins in the Bydo frontline base. Fly through the Circle of Death and face Krell, the first boss Fire your droid into his stomach and blast away!

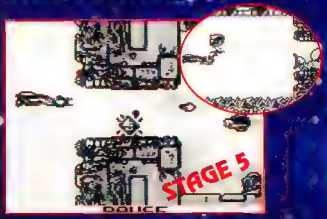


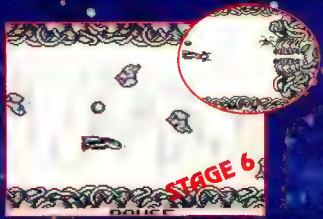


Now you must invade the eerie Bydo caves. In here you'll be greeted by huge space crabs and other foes. Destroy Gomanda, who is guarded by the death snake.

In stage three, you only have one enemy to fight but this enemy is four screens long! Fly under and around, then destroy the piston.







PACMAN

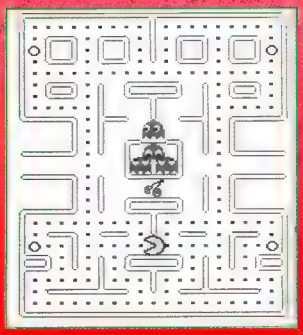
FACT-FILE

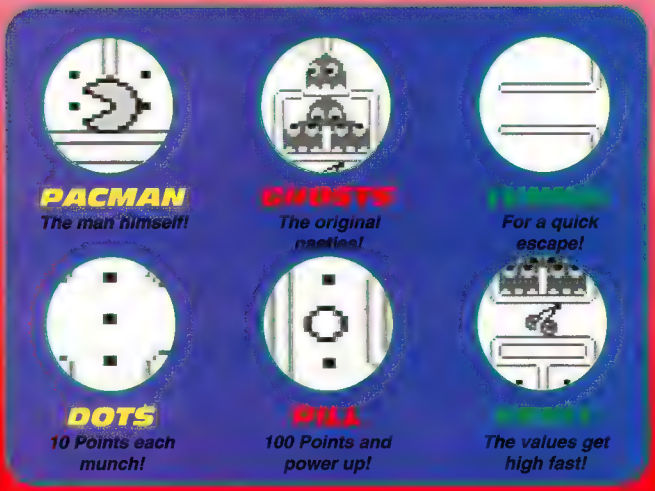
Manufacturer: Namco
Machine: Gameboy
Cartridge Size: 512 K
Number of Levels: N/A
Theme: Maze Chase
Difficulty: Easy
Number of Players: 1 or 2
Available: Now

WAKA, WAKA...

After years of residing in arcade machines and home game arenas, Pac-man has finally gone portable for the Nintendo GameBoy! All of the original feel and fun are retained in this arcade classic. Also translated into GameBoy Pac-man is the option to view either a large partial screen or a smaller complete screen. A special two-player option allows two people with the official video link to go at it head-to-head!

The cart uses the standard Pac-man maze, and some of the original patterns work too. The ghosts may be in black-and-white, but they have retained the specialized personalities of Pinky, Blinky, Inky, and Clyde of the coin-op. Each ghost has his own "home corner" that they must return to after leaving the center box or a certain time period. Good players will take advantage of this and the various "safe spots" located throughout the board. One helpful tip is the fact that hungry ghosts cannot enter the tunnels immediately above the center box from the bottom entrance. Hmm...





PREVIEWS OF MORE THAN 25 HOT NEW LYNX HITS FOR 1991!!

ATARI ADVENTURE

GIGANTIC LYNX BUYER'S GUIDE!!
CHECK OUT THESE POWER-PACKED PORTABLE GAMECARTS!!
SPECIAL MAPS AND TIPS ON LYNX FAVORITES: NINJA GAIDEN TOURNAMENT CYBERBALL AND BLOCKOUT!!

MEET THE $99 ATARI LYNX!

IT'S LEANER, MEANER AND DELIVERS EVEN MORE COLOR-PACKED GAME ACTION ON THE GO FOR A PRICE THAT HAS THE COMPETITION SEEING GREEN!

Ever since it's introduction last year, the Atari Lynx color portable game system has attracted a large following of players who settle for only the very best in video games. With a large library of proven arcade hits, as well as original titles designed specifically for the supercharged hand-held, the Lynx has used its advanced scaling capabilities and detailed graphic characters to bring the most power-packed action you can get into the palm of your hands!

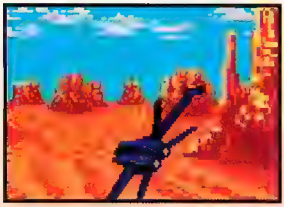
Now Atari has announced the release of their latest portable pow-erhouse - a finely retooled version of the same system, boasting a new sleek design. But what's even better, is that now Atari will make it possible for you to get your hands on portable 16-Bit power, at an incredible price of $99.95! Now you can bring home all the power of a full-color 16-Bit hand-held, with superior functions not found in even the 16-Bit consoles, at a price that's competitive with much less sophisticated black-and-white hand-helds.

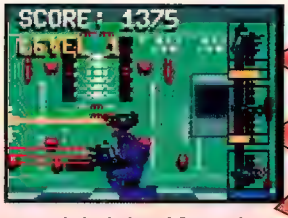
How could Atari repackage their fantastic system for a retail price that's only slightly more expensive than the Nintendo GameBoy®? First of all, the system Com-Lynx cables, power supply and California Games cartridge will now be available separately. You can, however, experience the ex-citement that the Lynx has to deliver at an introductory price impossible to refuse! For those who want the full bang, Atari will continue to offer the standard Lynx model with the California Games cartridge, power supply and Com-Lynx cable for multi-player gaming at a reduced price of just $149.95!

How has the Lynx changed between the new set and original $149.95 set - once again a great value for any video game enthusiast getting into the exciting world of portable play? The best news is that it hasn't! Despite the lower price, the Atari Lynx is just as fabulous as before, with duplicate button arrangements and a special flip function that enables the Lynx to be easily played by both righties and lefties alike! Lynx is the only system that lets you position the controls where you want them!

Atari has scored a direct hit with a super system filled with unmatched power at a price that can't be beat! With its unique construction, expanding library of arcade htis and powerful features such as scaling, the Atari Lynx is a video gaming tour-de-force! Now, at a lower price, the Lynx is an attractive alternative to other hand-helds and game machines on the market!

Two exciting configurations: a base unit at a mere $99.95, and a full pack-out including California Games, the Com-Lynx and AC adapter for $149.95.





Buyers of the standard Lynx system get their choice of Gates of Zendocon, Blue Lightning, Electrocop or Chip's Challenge game FREE!

$99.95 LYNX

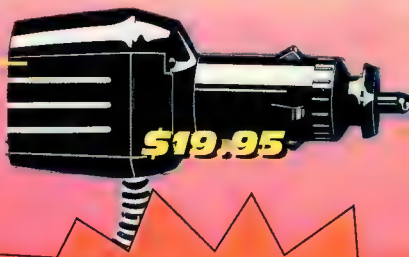
The world's first color portable, hand-held video game system, uses a palette of 4.096 colors to display up to 16 colors at once. At 16 MHz (four times faster than competitive units), it's the serious player's choice!

SYSTEM	PROCESSOR	SCREEN	BACKLITE	SYS. RAM	PALETTE	PRICE
Atari LYNX	65CO2	3.5" Color	Yes	64K	4,096	$99.95
GameBoy	Custom 6502	2.5" B&W	No	16K	4 Gray Shades	$89.95
Game Gear	Z-80A	3.2" Color	Yes	8K	4,096	$159.95
Turbo Express	HuC6280	2.6" Color	Yes	8K	512	$299.95

AWESOME ACCESSORIES!

The Lynx Carrying Case has room for up to 12 game carts, the cigarette lighter adapter, a sun visor, spare AA-size batteries, and the AC adapter, as well as the Lynx itself. The removable velcro hinges allow you to customize the padded bag's interior. All accessories are sold seperately.

The Lynx Cigarette Lighter Adapter gives *two* players hours of on-the-road fun, without draining your batteries!

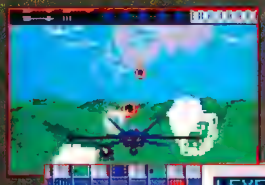


The Lynx also can be carried about in this pouch, which accomadates the Lynx, the ComLynx cables, spare AA-size batteries, and Lynx game cartridges. All accessories sold seperately.

$149.95 LYNX

The ultimate portable sytem, in an unbeatable package! In addition to the hot Atari Lynx, you also get the ComLynx cables that allow multi-player capability, and an AC adapter so that the system can be played anywhere electrical power is handy! But the bonuses don't stop there - you also get California Games and a special second cart - making this a pro player's dream machine!

THE HOTTEST GAMES FOR THE



BLUE LIGHTNING

Atari presents one of the most intense aerial dogfights ever! Outstanding scaling effects produced by the Lynx's powerful graphics processor bring Blue Lightning into a class exceeding most 16-Bit home systems! The colorful graphics and 3-D effects are so impressive it was voted Best Hand-Held Game of the Year!

CHIP'S CHALLENGE

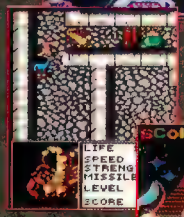
Nerdy Chip McCallahan has a crush on Melinda the Mental Marvel and would do anything to join her computer club The Bit Busters. Chip must challenge over 144 intriguing puzzles in order to be accepted into the club. A huge variety of new concepts and original ideas incorporated into a puzzle game that has something for everyone.

ELECTROCOP

You're a new breed of cop, and you've been summoned to the offices of Megacorp. They tell you that the president's daughter has been kidnapped along with some Top Secret documents. You must progress through the abandoned research lab, breaking codes and finding new weapons. Excellent three-dimensional action!

GATES OF ZENDOCON

The evil spider has assembled his hordes, captured you and sent you into his deadly web of universes, now you must fight your way out! Gates of Zendocon features 51 levels of shoot-em-up action with bright and colorful graphics plus 2 difficulty levels and password entry. Progress through all the levels and fight it out with the huge boss.



GAUNTLET: THE THIRD ENCOUNTER

Eons ago, an enchanted Star Gem crashed into the Earth at the base of an ancient castle. Evil creatures from the castle captured it and plan to use its power to destroy mankind. You and your friends must journey through a Gauntlet of 40 mind boggling mazes to rescue the Star Gem. Great 4-player simultaneous action!

KLAX

"The best version of Klax the home market will ever see" says Electronic Gaming Monthly! A perfect translation of the arcade puzzler invites you to stack the colored blocks or throw them back! Try creating rows for Klaxs and bonus points! Superb digitized sound effects and music and extremely addicting game play!

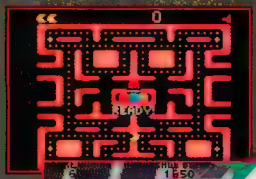
RAMPAGE

A revamped version of the famous arcade classic! Lizzie the Lizard, George the Gorilla, and Ralph the Werewolf are all back plus a new edition to the group Larry the Lab Rat. Colorful graphics and hilarious animations make the game come alive. Up to 4 players can join in on the fun and mayhem!

ROADBLASTERS

In the not-so-far off future auto racing will take on a whole new dimension. Based on the Atari coin-op, RoadBlasters is a fast and furious driving/ shoot-em-up with all the sights and sounds of the arcade. Catch the special weapons dropped from the weapons craft overhead. Equip yourself with UZI cannons, Nitro, and Cruise missles to blast through all 50 levels!

HOTTEST HAND-HELD AROUND!!



MS. PAC-MAN

The all time classic is back. Ms. Pac Man must gobble up dots, power pills, and an occasional ghost to get through each maze. Everything has been faithfully recaptured in the Lynx version, even the cute intermissions from the arcade are there! Ms. Pac Man is a blast from the past anywhere you go, and don't worry, the patterns have all been changed.

PAPERBOY

This translation of Paperboy for Lynx brings home all of the action from the coin-op. Peddle your bicycle through the neighborhood delivering papers to your subscribers' homes. Watch out for mad dogs, remote-controlled cars, and careless drivers as you try to survive an entire week in the burbs. If you make it through the week, you get to keep your job!

ROBO-SQUASH

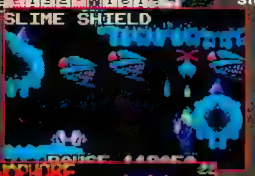
In the 31st century, two warring fractions are tearing the Federation apart. Are they going to solve their dispute with an intergalactic fire fight? No, they going to play Robo-Squash. Go against the computer or use the ComLynx to challenge a friend in a deadly 1-on-1 tournament.

RYGAR

You are the chosen one who is to rid the land of hideous monsters and powerful, lurking creatures. In this translation of the arcade game you must battle your way through 23 challenging levels in order to restore peace to the People of Good. This game features great graphics and game play. If you fail, evil will rule forever.

SHANGHAI

In this version of the ancient solitaire concentration game, you must match tiles of the same style. Remove all the tiles and you win. Tiles are arranged in the shape of dragons, bears, fish and other Chinese symbols. Challenge 7 different puzzles in this game of intricate moves and timeless strategies.

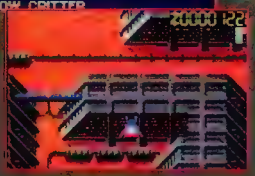


SLIME WORLD

You are Todd, a brave and fearless explorer and you want to conquer Slime World, a world filled with bizarre creatures, flowing rivers of slime, and man-eating plants. 8 players can join in and fight their way through 6 complex and challenging levels. A fantastic adventure with lots of huge slime filled caverns to explore.

XENOPHOBE

The excitement of the arcade classic can be relived when up to 4 players join in on this alien extermination mission. The space station is infested with every kind of disgusting alien creatures. Pick up special weapons along the way and clear out the base before it self-destructs.



ZARLOR MERCENARY

You are a mercenary hired by the Zarlors, the arch enemy of the ruthless Medicants. Your mission: to fly across the Medicant lines and cripple their army. Choose from 7 different characters and blast your way through 6 exciting levels alone, or with 3 other mercenaries in this explosive shooting game.

MARTIAL ARTS!

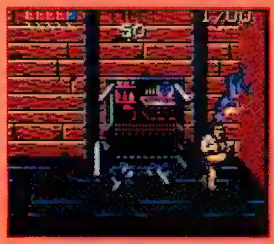
ARCADE ACTION!

This visual masterpiece for the Atari Lynx system sports intense graphics and excellent sounds. Ninja Gaiden has all the excitement, powerups, and weaponry of the original coin-op classic. Rare is a game translation that retains the phenomenal feel of its parent game.

A particular surprise in Ninja Gaiden is the graphic integrity of the backgrounds and character animation. The colors are vibrant and lack no luster at all. Also, the animations are brilliant and smooth.

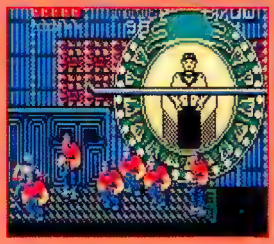
Lastly, Ninja Gaiden consists of the one thing that few games offer: marvelous player control and response. Fans of the original Ninja Gaiden will be pleasantly thrilled with this rendition. Every aspect of the game flows smoothly and cleanly. Bravo, Atari!!

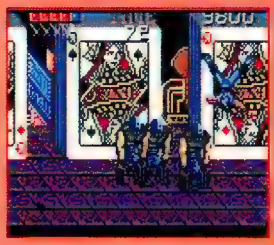
EXCITEMENT!



LEVEL ONE!

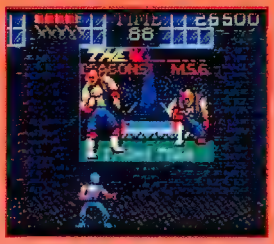
This is a good place to practice your basic skills as a ninja warrior. Take on the evil Sumo Wrestler at the end.





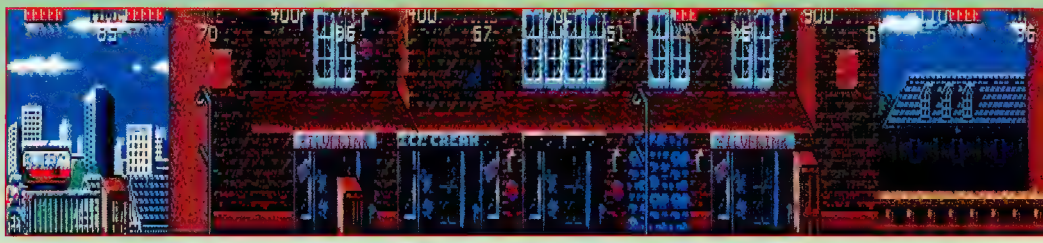
LEVEL TWO!

There isn't too much room to operate on this level. The Blade Brothers will try to chop you into little pieces.

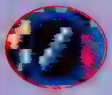


LEVEL THREE!

Take a tour through the backroads of the local slums. Beware the Dragon Team! Everything isn't as it seems...



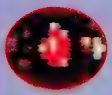
GRAB THESE POWER UPS TO SURVIVE!!



Life Pill - These are scattered throughout the four areas. Get them all.

Ninja Sword - This mighty weapon will slice through the enemies like butter.

Power Pill - This life pill will restore all of your hit points. Do not miss these.



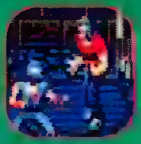
Bonus - This life pill will restore all of your hit points. Do not miss these.

Extra Man - It's always nice to find a free man inside a box or phone booth.

Time Restore - Time is replenished when you locate the rare Time icon.

THE ENEMY

These Jason look-alikes will try to stop you.



SMASH EM

Break phones, cans, and boxes for icons.

HIGH JUMP

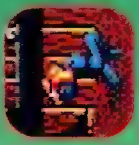
Jump straight up to reach high altitudes.

NINJA SWORD

Grab the icon for this powerful weapon.

WALL JUMP

Flip off the walls for surprise attacks.

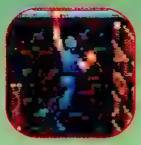


ENEMY FLIP

Toss the enemies around with this move.

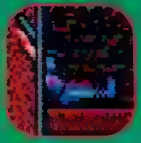
BAR SWING

Move on the bars to avoid the enemies.



FRONT SWING

Knock the enemy back with this blow.



REAR SWING

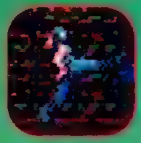
A devestat-ing rear blow to the enemy.

FRONT PUNCH

A quick and powerful blow to the face.

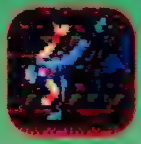
FRONT KICK

Weaken the enemy with the front kick.



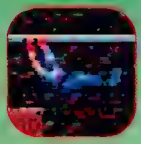
ROUND KICK

Finish off the enemy with this move.



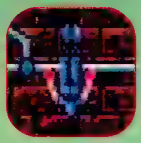
BAR SWING

Similar to the front and rear swings.



POWER PULL

Pull yourself up or lower yourself down.



Gaze into the future, nearly a century away! After phenomenal advances in technology, football is being played by highly sophisticated (and mass produced) robots. Man has been replaced by gears and wires, no longer engaging in physical activities. Enter a world of atomic footballs, nuclear explosions, and unending fun with Tournament Cyberball for the Atari Lynx System!

Passing, running, and option plays, are all offensive choices that only you can make. Remember, however, that even robots can breakdown after taking massive hits from a pumped up defense, so be careful! Once a robot starts smoking, replace it quickly. Save the team funds for high quality robots like wide receivers and running backs whenever possible.

Underestimating the offense is fatal. Coaches should never let receivers get in the clear or leave a wide open lane for agile running backs to squeak through. Killer plays for defense allow multiple blitzes, prevents, or man-to-man coverages depending on the type of situation.

Superior sounds, intense graphics, and fluid game play make Tournament Cyberball an armchair quarterbacks dream!

DON'T FORGET TO DEFUSE THE BALL!!

Careful!! Many good players have lost powerful running backs, agile wide receivers, or star quarterbacks to a fiery explosion!

PICK YOUR RIVAL!

BE READY FOR ACTION!

OFFENSIVE PLAYS

RUN

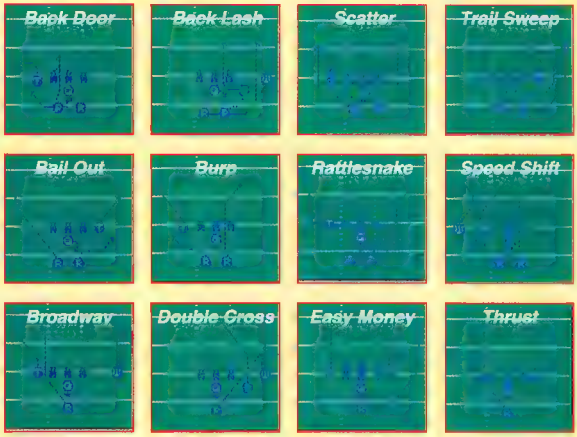
Use the powerful running back to break through the defensive lines!

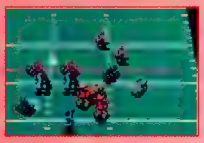
OPTION

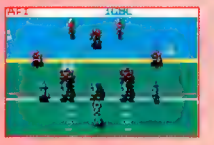
Decisions, decisions. Pass, Run, or Bootleg? It's your choice!

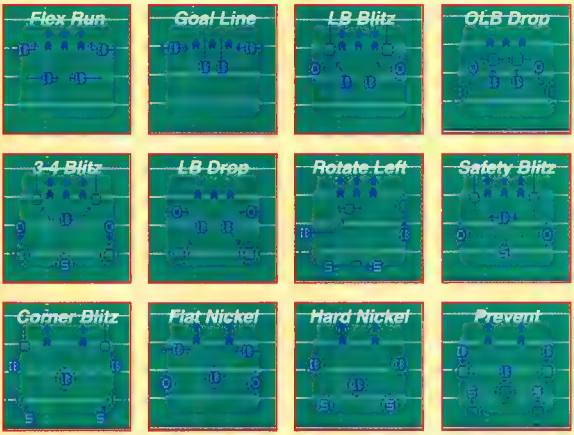
PASS

The ultra-quick wide receivers can outrun nearly any defense.









DEFENSIVE PLAYS

SHORT

These patterns are great against the run or short yardage plays.

MEDIUM

Short passes are hopeless when facing this defensive lineup.

LONG

Critical and long? Stop them short with the long formations.

PICK YOUR TEAM!

Thunder

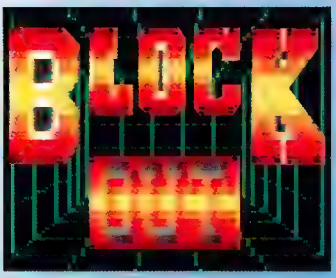
Crushers

Lasers

Force

Lightning

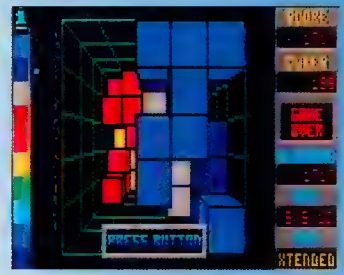
Machines



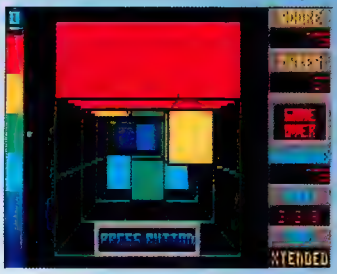
THE 3RD DIMENSION...

A new game for the Atari Lynx system, Blockout gives the falling block theme a whole new look and feel. This added dimension opens up a whole new bag of worms since 3D blocks can be almost any shape or size.

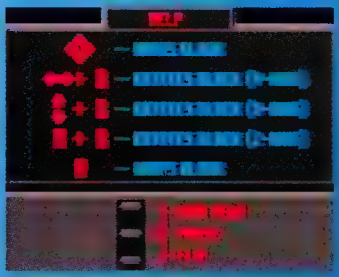
Boasting superior graphics and better difficulty settings than most puzzle-block games, Blockout is a challenge for people with a strong will and heart! Numerous unending levels of fun await the serious gamer who never gets enough of those twisting, colorful shapes. The best of the best will have a hard time keeping up with Level 9, the fastest game in town!!



Ugh! This is what happens when you don't practice the rotations. The extended block set is for pros only.

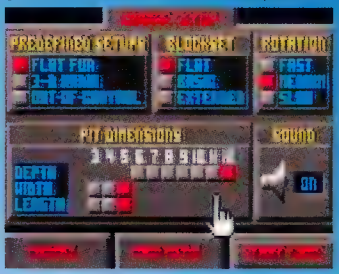


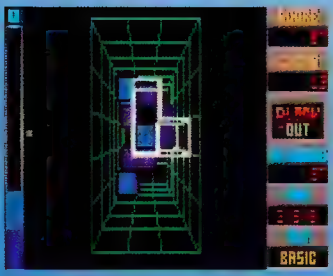
The Main Menu allows you to view a demo, practice, learn, or customize a game according to your skill level.



Use the Help screen to learn the various moves and rotations. Wise players master the Z-rotation first.

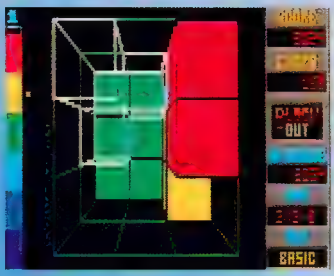
Use the speed and set-up screens to start at lower levels, then move up as you learn the different techniques.





DON'T PANIC!

By using the color bar to the left, guide the falling three dimensional blocks into their proper positions. The flat setting is similar to Tetris since none of the block have depth; only by rotating the blocks will they have that perspective. Practice at this level until you become comfortable with the rotations and block shapes. Limit the rotations to 2 or 3.

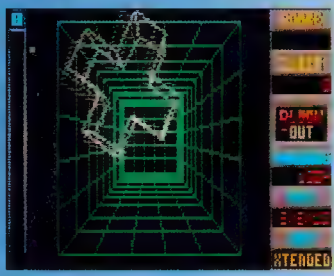


BE CAREFUL!

Never let the blocks get too high, or else you'll run out of room to maneuver the incoming blocks. In order to rotate the blocks, you need space to move. Try to keep the blocks as flat as possible, and do not set them on end unless it is absolutely necessary. Practice in a three-by-three-by-six area to learn quick and accurate rotations.

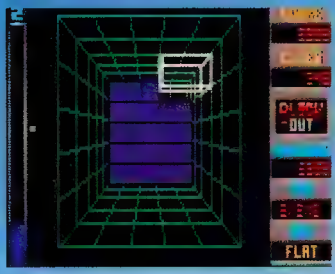
BLOCK OUT!

This is what the game is about! After careful planning and a little luck, you can clear all of the blocks from the screen. Blockouts are far easier on smaller boards than large boards. Work your way up to larger boards only after mastering the smaller ones. Each Blockout will net you a huge bonus! Try to get them early.



THE Z-ROTATION!

While the X- and Y-rotations are far easier to learn, the Z-rotation is the most valuable rotation at your disposal! It is possible to play without the Z-rotation, but the game eventually becomes far too fast to waste time with multiple X- and Y-rotations. Play the practice game to master it, and you'll begin to play like a pro!



MORE HOT TITLES

THE LYNX IS ON THE PROWL!!

The Atari Lynx is shaping up to be one of the best video game systems around, with some of the most advanced home video game hardware on the market and an ever increasing line of software the Lynx is tearing up the competition. Currently there are 16 titles available and over 36 new titles scheduled for release in 1991! Many of the new titles are arcade translations of popular Atari coin-ops such as Hard Drivin', Vindicators, 720, APB, Xybots, and even more recent hits such as Stun Runner and Hydra! Atari also has a great lineup of sports titles for 1991 with NFL Football, Tournament Cyberball, Hockey, World Class Soccer, Golf, and an unique basketball contest called Basketbrawl (where you do a lot more than just play ball)! There are also many eye-catching originals like Barbarian Bodyguard, Warbirds, Turbo-Sub, and Junkyard Dog - a really fantastic side-scrolling action-adventure for the portable Lynx. With over 40 titles scheduled for availability and a new lower price, it looks like it's going to be a great year for Atari!

HARD DRIVIN'

The Atari arcade classic comes to life on the Lynx with true filled polygon scaling and fast driving action. Choose the speed track or stunt track and test your skills in one of the toughest autoracing challenges ever!

ROLLING THUNDER

You're the slickest secret agent since James Bond himself! Now you must infiltrate a terrorist organization and rescue your partner - alone! Great arcade action brings you all the looks and feel of the coin-op classic.

HOCKEY

Grab your stick and hit the ice. Realistic game play and smooth scrolling bring all of the fast action of real hockey to your Lynx. When the pressure is on, try not to get in anybody's way or a fight might break out.

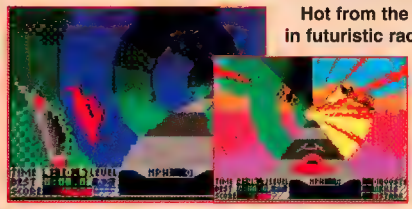
NFL FOOTBALL

Catch the pass, and run up the sideline for a touchdown! As many as 4 players can pick teams from a list of official NFL organizations! Excellent scaling of the field as well as digitzed voices calling the plays!

ATARI®

COMING IN 1991!!!

STUN RUNNER



Hot from the arcades comes the latest in futuristic racing games, Stun Runner. Pilot your vehicle through a vast network of winding tunnels at speeds exceeding 700 M.P.H!! Blast the opposition with lasers to come in first place.

WORLD CLASS SOCCER

An original soccer game from Atari featuring a scaling field that zooms in where the action is. You have to be fast and furious to kick the ball past the goalie. One to four players can challenge the best in world class soccer!

TURBO-SUB

Aliens have taken over the Earth's skies and seas. It's up to you to rid the planet of these other worldly troublemakers in the air and water! The fate of the extremely detailed Earth is in your hands...and missiles!

VINDICATORS

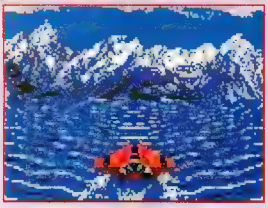
Controlling the most powerful tank in the solar system, you must infiltrate an alien space station to eliminate their leader. One or two players can play simultaneously in this great conversion of the Atari coin-op hit.

TOKI

This original action game based on the little seen coin-op is a great action/adventure title for the Lynx. You must guide Toki through forests, caverns, and mountains. Along the way pick up the special weapons left after killing certain enemies. Great fun from start to finish!

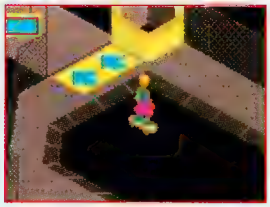
WARBIRDS

An original flight simulation from Atari. In Warbirds up to 6 players can test their skills in some of the most intense dogfights ever! Excellent scaling and use of polygon graphics give multiple perspectives and duplicate the feel of true flight!



HYDRA

Based on the recent arcade smash from Atari, this translation in still in the early stages, but looks like it'll be a hot one. Safely transport the cargo back to headquarters in your combination boat/ jet plane. Blast the enemy ships with power-ups gained along the way.



720

In this coin-op conversion you must ride your skateboard around the neighborhood avoiding traffic and killer bees. Try to pick up enough stray cash to get you into the skate parks and win some serious bucks To upgrade your gear. "Skate or Die!"dude.

SHADOWSOFT

ROBOTRON

A blast from the past! A great translation of the old coin-op from Williams. While the absence of the two joysticks is obvious, once you get used to the new controls it offers THE most shooting action this side of the arcade. Shoot the bad guys and rescue the humans.

SCRAPYARD DOG

This Atari original is still in the early stages, but promises to have lots of hidden secrets and plenty of action. Expanded from the 7800 version, Dog is a great adventure!

A.P.B.

All Points Bulletin! In this arcade translation you must search out and bust the bad guys. Listen to reports from the station to find your criminal. Awesome voices.

CASINO

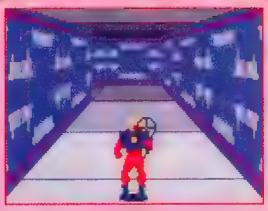
Now you can play the slots without even going to the city of lost wages. Try your luck at black jack, roulette, craps, slot machines, and poker. Walk around the casino and see where the action is. Don't worry, there's nothing to lose and everything to win!

PACLAND

Pac Man is back in an all new adventure. This time instead of gobbling dots, you must run and jump your way through Pacland. Chomp on fruit, dodge ghosts, and hurl obstacles in this great arcade translation. A cute and colorful adventure that everyone in the family can enjoy.

BASKETBRAWL

An original multi-player basketball game from Atari. If you thought the pros played hard, than wait 'till you play against a group of street punks in a furious "No Rules" game in the street. Pick up the knives and nunchuks when the going gets rough. Get ready to rumble!



XYBOTS

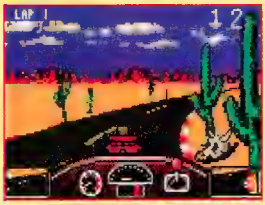
Based on the Atari coin-op, you must go through a three dimensional maze blasting dangerous robots. Collect money along the way to buy special weapons. A great 2-player simultaneous game.

BILL & TED'S EXCELLENT ADVENTURE

Hop in your time machine and try to rescue your two bodacious babes. Travel to many different times and meet many historical people. Lots of fun in this totally "Excellent" game.

GOLF

Go for a hole in one! Pick your challenge from 18 of the hottest courses around. Choose your club, adjust your stance, check the wind, and control your swing. An extremely detailed and realistic first person golf game.

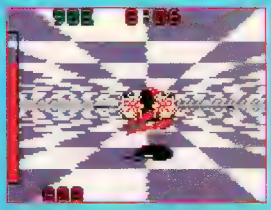


CHECKERED FLAG

An original racing game from Atari that lets you challenge your driving skills on a variety of premade tracks, or build your own using the course edit mode! 1 to 6 players can join in for unrivaled racing action!

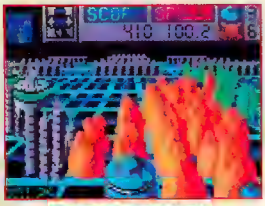
VIKING CHILD

Battle your way through an enchanted land to rescue the captive princess! Journey into villages, forests and caves as you collect info and weapons in this action adventure cart from Atari.



GRID RUNNER

It's the sporting event of the future. 1 to 4 players can compete in this futuristic version of soccer. Grab power-ups along the way and carry them to your opponents goal and blast it in before the timer runs out.



GEO DUEL

Maneuver your ship in a grid-like world of speed and danger. Dodge the many obstacles on the grid surface while leaving a wall of light behind you. Try to trap your enemies and make them crash to their doom.

COLOR DREAMS

CRYSTAL MINES 2

Exercise your mind in several challenging and unique puzzles. Blast the rocks in the right order or you might get crushed. This puzzle/ strategy game is the first Lynx game developed by 3rd party licensee Color Dreams.

TELEGAMES

FIDELITY ULTIMATE CHESS

Capture the timeless strategy of chess in this detailed simulation from Telegames. Challenge the computer for solo play or a compete against a friend in either 2-D or 3-D mode.

LYNX

ONLY $99.95

Suggested Retail Price
BASE UNIT ONLY

LOTS OF GREAT GAMES AVAILABLE NOW!

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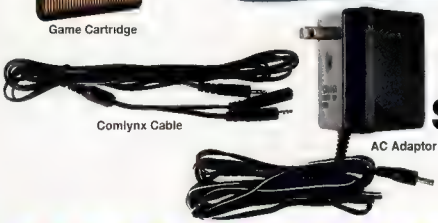
BUY A LYNX SYSTEM NOW

Lynx System

Game Cartridge



Comlynx Cable

AC Adaptor

Suggested Retail Price $149.95

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Retail Value of Over $190.

Select Any One of These

Follow these steps to receive your free Lynx Game cartridge

1. Purchase complete Lynx Game System and cut out the UPC symbol from the box
2. Complete the required information on the mail-in certificate.
3. Attach the original dated cash register receipt (receipt date must be from January 2, 1991 through June 28, 1991).
4. Mail these items postmarked no later than June 28, 1991 to:

Lynx Free Cartridge Offer
P.O. Box 2022
Rock Island, IL 61204-2022

Buy a complete Lynx Game system for $149.95 suggested retail price (includes Lynx Portable Color Entertainment System, California Games® Card, Multi-player Comlynx™ Cable and AC Adaptor) and get a second game cartridge FREE (a $35 Retail Value)! Simply fill out the Mail-in-Offer-Form, select your game and enclose proof of purchase (UPC Symbol from Lynx Box) with Cash register receipt (must be dated between January 2, 1991 and June 28, 1991). Hurry ... Offer Expires June 28, 1991.

Mail In Certificate

FREE Lynx Cartridge Offer Buy a Lynx Game System now $149.95 suggested retail price and get a second game free ($35 Retail Value). Offer expires June 28, 1991

Name: _____ Telephone _____

Street Address _____ Apt. No _____

City/State: _____ ZIP _____ (required)

Select Your Free Game Cartridge from the list below

☐ Electrocop™ ☐ Chip's Challenge™ ☐ Gates of Zendocon™ ☐ Blue Lightning™

Address must include ZIP code. Allow 6 to 8 weeks for shipment. Void where taxed, prohibited or restricted.)

ATARI® LYNX

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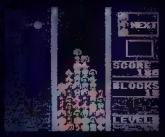
CIRCLE #122 ON READER SERVICE CARD

AVAILABLE APRIL 15 ONLY IN NEW YORK AND LOS ANGELES

AVAILABLE APRIL 15 ONLY IN NEW YORK AND LOS ANGELES

SEPARATE THE MEN FROM THE BOYS.

INTRODUCING SEGA GAME GEAR™



If you're still playing with Game Boy,® it's time to grow up. Game Gear is here. The new color portable video game system with arcade quality Sega™ games and graphics. Game Gear's advanced technology makes Game Boy look like child's play. The high resolution color screen provides razor sharp detail. Intense colors give a picture so lifelike it puts you right in the thick of the action. And the back-lit screen allows you to play in any kind of light, even total darkness. Other features include multi-channel stereo sound and state-of-the-art options like a TV Tuner,* Gear-to-Gear Cable™ for one-on-one competition and a Rechargeable Battery Pack for hours of play without batteries. So quit kidding yourself, it's time to get into gear.

GAME GEAR™
COLOR PORTABLE SEGA GAME SYSTEM

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*Available pending FCC approval.

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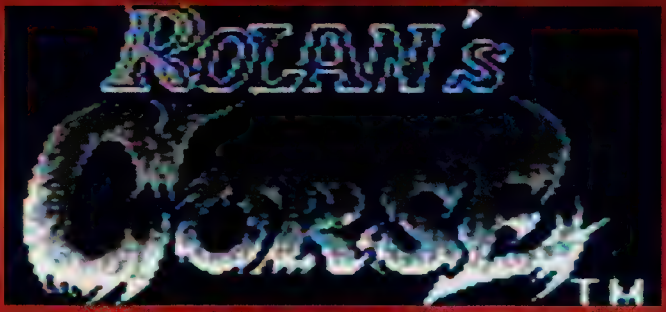
Game Boy is a registered trademark of Nintendo of America, Inc.

CIRCLE #107 ON READER SERVICE CARD

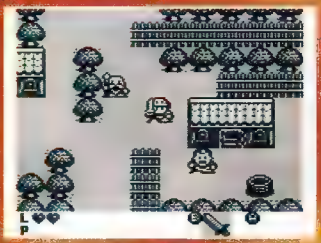
FACT-FILE

Manufacturer: Am. Sammy
Machine: GameBoy
Cartridge Size: 1 Meg.
Number of Levels: NA
Theme: Quest/RPG
Difficulty: Avg.
Number of Players: 1
Available: April 1991



HELP WANTED

One fearless warrior to rid the land of Evil King Barius. You must be able to destroy this monster, who has terrorized the countryside since he was released from the forest castle. All applicants must face a variety of horrible creatures that stalk the landscape and defeat the three under lords on the way to Barius. Weapons and many special items are hidden throughout the kingdom for you to use. Please help us in our time of need. Help us rid the land of these horrid monsters and lift Rolan's Curse.



Search in various towns and villages for clues and helpful items to aid you on your journey.

In the hostile wilderness you'll encounter many dangerous creatures so stay well equipped.

FIND THE SPECIAL ITEMS TO HELP YOU ON YOUR QUEST!!!

SWORD
This is the primary weapon in your fight against evil.

SHIELD OF VALOR
Repels almost all enemy attacks.

MAGIC AXE
Digs through the landscape to let you journey on.

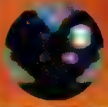
CHAMELEON RING
Camouflages the you from enemies.

MERLIN'S CLOAK
Temporary invincibility.

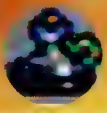
WAND OF UZI
Shoot monsters from a distance.

CHAIN MAIL
Wear this to decrease your damage when hit.

POWER CRYSTAL
Shoots fireballs to defeat evil.



LIFE HEART
Increases your total hit points for increased stamina.

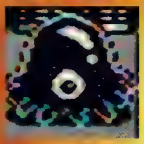


POTION OF LIFE
Replenishes all of your hit points.

ELVENADE
Replenishes only some of your hit points.

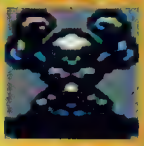
GAUNTLET
Increases your hit strength and destructive power.

BATTLE THESE VICIOUS END BOSSES!



KRACKLE
A huge jelly-like monster that is very vulnerable in his eye.

SHELLDON
Similar to Krackle but you must hit him across his back to defeat him.

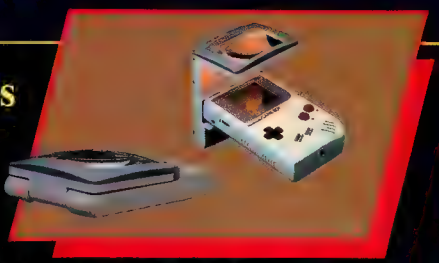


ROCKMAN
He turns into a rock to fight you. Use a long range weapon on him.

KING BARIUS
The evil King awaits you in the final labyrinth.

A Little Light Goes A Long Way

LightBoy™, there's no better way to see the light.



- Magnifies image 1 1/2 times
- Batteries included!

VIC TOKAI INC.
22904 Lockness Ave.,
Torrance, California 90501
TEL: (213) 326-8880

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CIRCLE #125 ON READER SERVICE CARD.

FACT-FILE

Manufacturer: FCI
Machine: GameBoy
Cartridge Size: 1 Meg
Number of Levels: 8
Theme: Adventure/RPG
Difficulty: Average
Number of Players: 1
Available: Now

In this all new adventure game, you are one of four brave warriors that Lord Brittish has summoned to regain the eight runes of virtue from the evil Black Knight. You must battle your way through eight maze like caves. Hidden magical weapons aide you in your quest as you battle many types of powerful monsters trying to stop you from fulfilling your destiny. Every time you get one of the runes back, Lord Brittish will send you to a new cave to find the next rune. This game is so complex, it almost does not seem like a Game-Boy game. Come with us and venture once again to the land of Lord Brittish in search of the Runes of Virtue.

cave	rune	weapon
	Hatred	
	Compassion	
	Hatchet	
	Deceit	
	Honesty	
	Wand	
	Cowardice	
	Valor	
	Horn	
	INJUSTICE	
	Justice	
	Rope	
	Selfishness	
	Sacrifice	
	Whip	
	Dishonor	
	Honor	
	Whip	
	Pride	
	Spirituality	
	Magic Sword	

POTION *refill magic*

FOOD *refill hit points*

LORD BRITISH

He's looking for one brave soul to rescue the eight runes of virtue from the Black Knight

MARIAH THE MAGE

She has the power to best wield the magical weapons.

IOLO THE BARD

This small but swift warrior fights from a distance with his bow.

DUPRE THE PALADIN

The only soldier to start with armor. He relishes close combat.

SHAMINO THE RANGER

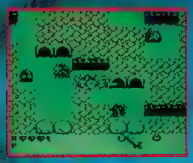
This well-balanced fighter throws an axe at the enemies.

ROLAN'S CURSE

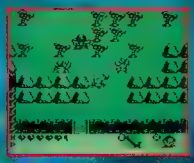
OFFICIAL GAME BOY VIDEO LINK GAME PAK

The land of Rolan has been cursed by the evil Emperor Baron, and now, hundred of evil creatures roam freely in the countryside.
Enter the land of Rolan with a friend, solve the mysteries of the countryside mazes, and destroy the origin of the dreaded curse!

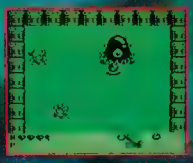
for your **GAME BOY**™ Nintendo®



Fight alone, or take this one and play with a friend!



You'll discover an arsenal of weapons to use!



Battle some of the strangest beasts (this side of fantasy-land)

Sammy®

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CIRCLE #118 ON READER SERVICE CARD.

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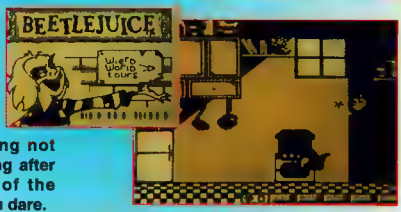
NEXT WAVE

CAESARS PALACE
Arcadia

Named after the famous casino, this GB soft lets you gamble to your hearts content. Choose your favorite type of wagering, be it either the slots, blackjack or roulette and try to break the bank.

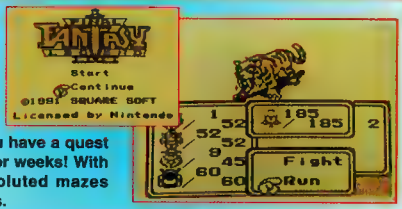
BEETLEJUICE
LJN

Just like the blockbuster movie, the GameBoy cart puts you into a spooky house where pots, pans and anything not nailed down comes flying after you. Check out each of the floors in the house, if you dare.



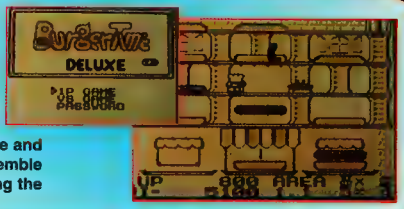
FINAL FANTASY LEGEND 2
Square

Take one of the best NES RPGs, shrink it down to GB size, and you have a quest that will keep you busy for weeks! With a cast of 4, huge convoluted mazes and true RPG-type battles.



BURGERTIME DELUXE
Data East

Work at fast food places was never this dangerous. Hot dogs, pickles and eggs are alive and out to get the chef. Assemble the burgers while avoiding the 'bad' food.

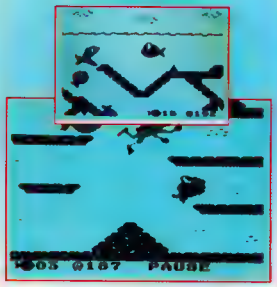


WWF SUPERSTARS
LJN

Step into the ring with Hulk Hogan, Ultimate Warrior and Macho King Randy Savage. It's body-slamming action in and out of the ring and even more fun when you are Linked with one of your friends!

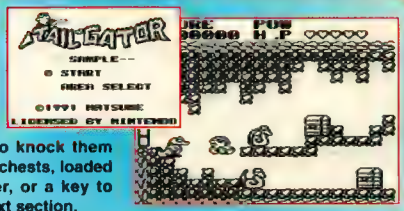
FISH DUDE
Sofel

Navigate through the depths of the high seas as the raddest fish around. Cruise the surf chomping down the little tuna in order to grow large enough so the big fish don't eat you!



TAIL 'GATOR
Natsume

As Charlie the 'gator you must fight your way through a castle loaded with armies of enemy soldiers. Flip your tail to knock them out and to open treasure chests, loaded with extra energy, power, or a key to unlock the door to the next section.

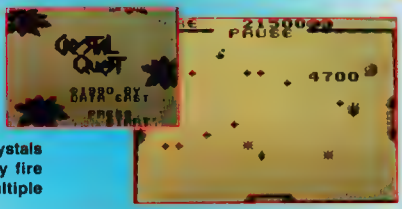


MARU'S MISSION
Jaleco

Your girlfriend has been kidnapped by aliens! She is somewhere in the 15 levels, but where? Grab life points and extra weapons as you search for her.

CRYSTAL QUEST
Data East

Maneuver your ship around and through an enclosed battlefield taking in vitally needed crystals as you avoid the enemy fire coming at you from multiple directions!



FACEBALL 2000
Bullet Proof

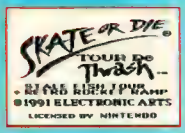
Run around in a first-person perspective maze in search of the enemy spheres. Link up with 3 of your friends and chase after each other! The one who stays alive the longest is the winner.

NBA ALL-STAR CHALLENGE
LJN

Go one-on-one, playing as some of the best names in the sport. Assume the role of Michael Jordan, Patrick Ewing or Isiah Thomas in the only officially endorsed basketball cart on the GB.

Skate or Die Tour De Thrash
Electronic Arts

They have taken the best skate board game and shrunk it down. This portable version has all the great action of its NES counterpart, but you can play it on the go. More jumps, 360's and power moves to keep even the most ardent skateboarder happy.



THE PUNISHER
Acclaim

The same big hit that we saw on the Nintendo is now being shrunk down to the GameBoy. Your main mission in this Operation Wolf-type shooter is to blow away the enemy before they get a bead on you. Get hidden clips of ammo and grenades to keep you going!

FASTEST LAP
NTVIC

NTVIC is bringing out a new Formula 1 racing simulation. Besides just negotiating a well designed course, you must build your car with all the winning components. Tires, body design and engine are but a few of the variables to consider.

HUNT FOR RED OCTOBER
Hi-Tech Expressions

Just like its big brother NES version, you must pilot your submarine through perilous mine infested waters, narrow under-sea channels in this exciting 1 or 2 player game.

HATRIS
Bullet Proof

First there was Tetris and all of its clones, and now it's Hatris. Two side-by-side hats slowly drop to the bottom of the screen. Pile four of the same on top of each other to get them to disappear.

SPUD'S ADVENTURE
Asuka

No, this game is not about the adventures of a famous beer-dog. Rather it is a quest type game similar in design and concept to Princess Tomato in the Salad Kingdom.

JET PACK
Jaleco

Strap on your handy jet pack, grab your ion pistol and take to the skies to blow away the aliens who are dominating the airways. Find the weapon power-ups, and go for the bosses at the end of each level.

NINJA SPIRIT CONTEST WINNERS!

The winners of the Ninja Spirit contest run in our December 1990 issue are as follows:

FIRST PRIZE - Tony Thanapanich, Downey CA.
SECOND PRIZE - Anthony Bruce, Waynesboro, VA
THIRD PRIZE - Paul Kissee, Ozark, MO

We want to thank the hundreds of great players who entered the contest! Keep watching the pages of EGM, as we have more opportunities coming up where you can win prizes!

SHADOW OF THE NINJA CONTEST WINNERS!

The 10 lucky players who won a special edition copy of the great game - Shadow of the Ninja in our December contest are:

1) Wayne Nitahara, Honololu HI.
2) Marc Brunet, Quebec, Can.
3) Jay Taylor, Pocatello, ID.
4) Jan Blackstone, Mesa, AZ.
5) Afron Raymond, Brooklyn, NY.
6) Dale Mayer, Madison, AL.
7) Ryan Ponce, Hialeah, FL.
8) Zach Huff, Lake Ozark, MO.
9) Randy Rawe, Modesto, CA.
10) John Southerland, Seattle, WA.

MORE CONTESTS, MORE PRIZES!!

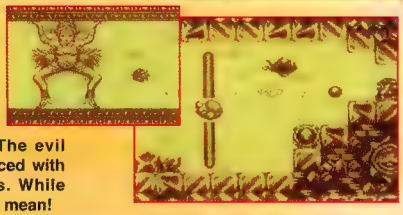
For even more chances to win some great prizes, check out the 3 SUPER contests on Pages AA-16; MG-24 and 75.

INTERNATIONAL OUTLOOK

HANDHELD SPECIAL!

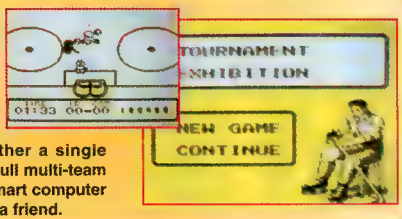
Sega Backs GG With New Carts. Third Party Licensees Are Readying New Softs!

PARADIUS
Konami of Japan



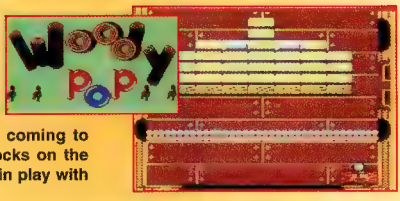
The lighthearted, takeoff of the popular Gradius shooting games is coming to the GB. The evil bosses have been replaced with pussy cats and parrots. While cute looking, it still plays mean!

WORLD ICE HOCKEY
Athena of Japan



The fast paced action sport - Hockey, is on its way to the GB. Play either a single game or participate in a full multi-team tournament. Take on a smart computer opponent or link up with a friend.

WOODY POP
Sega of Japan



Similar in concept to Arkanoid, Woody Pop (actually a very, very old unreleased SMS soft) is coming to GG. Eliminate all the blocks on the screen but keep the ball in play with your sliding paddle.

PAC MAN
Namco of Japan

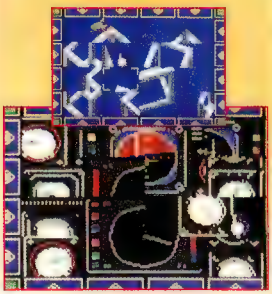
The dot gobbler is really getting around! Now he's on the GG and it looks good! It's all there including the cute intermissions, fruit and double trouble! Link up with a friend and get twice the ghosts!

PRO BASEBALL '91
Sega of Japan

Sports games are a necessity for any new system and Sega's new baseball game should be a real hit! Link up two GG's for great head-to-head competition or take on the Sega All Stars all by yourself. Or, slug it out in a homerun competition.

KINETIC CONNECTION
Sega of Japan

Take a picture and cut it up into lots of little square pieces. Mix them up, and now push and rotate them around on the screen until they form the original picture. It's a race against a countdown timer!



HERE'S A PORTABLE GAME SYSTEM WITH GRAPHICS AND SOUNDS THAT WILL BLOW YOU AWAY!

THE NEC TURBOEXPRESS™!!!

ENTER NOW TO WIN YOUR VERY OWN NEC TURBOEXPRESS!!

PSSST! WANNA WIN A FREE NEC TURBOEXPRESS?

Then read on! The NEC TurboExpress, which recently won Electronic Gaming Monthly's "Best New System of the Year" award, offers unmatched screen resolution and clarity compared to other currently available portable game systems. Owning one is like walking around with an entire video arcade in the palm of your hand!

NEC knows they have a great game system and they want some lucky EGM reader to see for themselves what the NEC excitement is all about. That's why NEC is offering a FREE NEC TurboExpress to the lucky eligible participant who wins this give-a-way!

To become eligible for this drawing, send your name, address, age and phone number to:

Turbo Express Give-Away
c/o Electronic Gaming Monthly
1920 Highland Avenue, Suite 222
Lombard, Illinois 60148

All entries must be received by June 30, 1991 to be eligible. Watch for the August issue of Electronic Gaming Monthly to see if you're a winner!

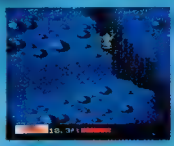
Contest Rules: All entries must be received by June 30, 1991 and EGM or the judges are not liable for lost or misdirected mail. Void where prohibited. The decisions of the judges is final. No purchase necessary to enter. One first place winner will receive a TurboExpress game system. Employees and families of Sendai Publications and NEC Technologies are ineligible to win. Taxes are the responsibility of the winner. NEC reserves the right to cancel this promotion with appropriate notice.

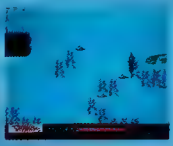
YOU'VE GOTTA' CATCH THIS ONE!

The Black Bass

Realistic?!. . .only seeing is believing!

As the shadow of the fish appears from the depths, the competition begins. He will hide and he will jump. He weighs over 20 lbs. and won't be easy to land. The editorial staff of Fishing Magazine, Black Bass Fishing enthusiasts and computer engineers spent many years on this project. This EXCITING NEW fishing game is now available to you. Are you ready for the BLACK BASS?





Nintendo

HOT-B

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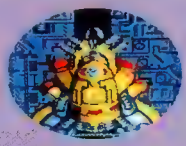
INTERNATIONAL OUTLOOK

NEWS, Previews and Info From Around the Electronic Gaming World

Super Famicom takes Japan by Storm!! Dozens of New SF and Mega Drive Softs Coming Soon!

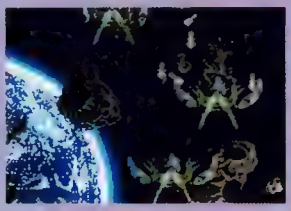
Asmik/Mega Drive
VERYTEX

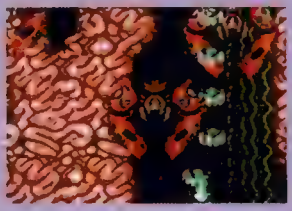
Asmik has a new vertical scrolling action game coming out for the Mega Drive. Similar in design to Cyber Core, this multi-layered, overhead view shooter features a wide variety of weapons and power-ups. Not to mention all the different types of enemy warships you will encounter. Detailed backgrounds, solid game play and plenty of action highlight this fast moving soft.

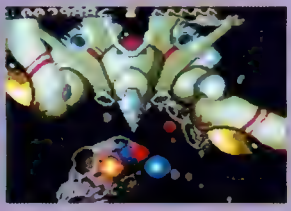


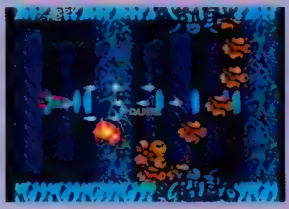
Huge enemy bosses await you!

It's a vertical scroller similar in concept to Cyber Core.



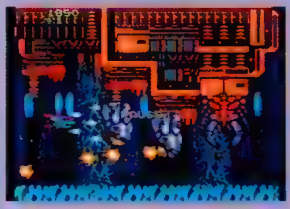


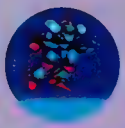


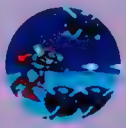


Toho of Japan/Mega Drive
HEAVY UNIT

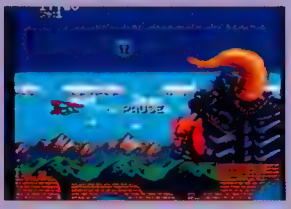
Beautifully detailed, multidimensional backgrounds, and unusually large enemy robots are features found in Toho's new side scrolling shooter. Start off as a sleek flying machine but transform into a 'Heavy Unit' when extra firepower is needed. Plenty of power-ups to get along the way and all will be needed when it is boss time. Moves a bit slow but the action is still average as far as shooters go.







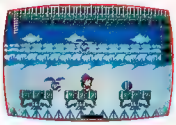
Grab a shield to give you more protection against enemy fire.



DON'T TURN THAT PAGE EARTHMAN! WE KRIONS HAVE YOUR PUNY PLANET NOW!

Earth's skies are raining metallic men from a predator planet, and your only hope against the Krion Empire is a witch that vanished generations ago. Francesca, we need you!

The good witch Francesca, who has come to save the planet from The Krion Empire, has infiltrated the ice base! Before she can do battle with Yukimaru, the Snow Monster, she must get by this Krion Menace!



Among the clouds Francesca searches for Sky Hawk's base. Beware of the robo bees and *deadly* spikes!

"Gasp...Choke!!!" Francesca had better find an air pocket fast or risk drowning!

Thousands of miles above the earth Francesca continues her quest to end the Krion reign!

The Krion Conquest™

THIS GAME IS LICENSED BY NINTENDO ● FOR PLAY ON THE Nintendo ®

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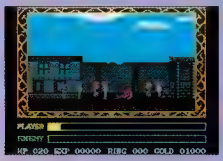
CIRCLE #125 ON READER SERVICE CARD.

WANDERERS FROM Y'S

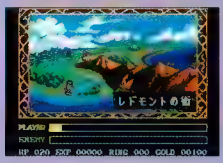
Hudson Soft of Japan/ P.C. Engine CD-ROM

Almost three years have passed since Adol had rescued Y's from the clutches of evil. Adol with his faithful companion Dogi were wandering from country to country. One day, a rumor lead them to return to Dogi's place of birth. Something strange had happened in Felugana, fields were dying and becoming barren. Strange creatures hunted the people in the dark cloak of night. This did not discourage Adol and he plunged into his new journey. The sequel to one of the best P.C. Engine games ever, is now available in Japan ! Wanderers from Y's features a fantastic new musical score and cinema intermissions that are even more spectacular than Y's Books 1 & 2! This time the game is played in a fast and furious side-scrolling battlefield. Tons of items and hours of exciting game play could make this the best CD available yet.

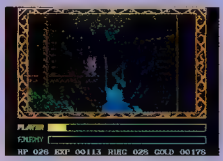
More cinema intermissions than in Books 1 & 2!



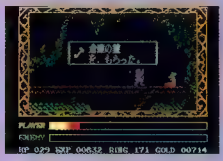
Talk to townspeople to get valuable information.



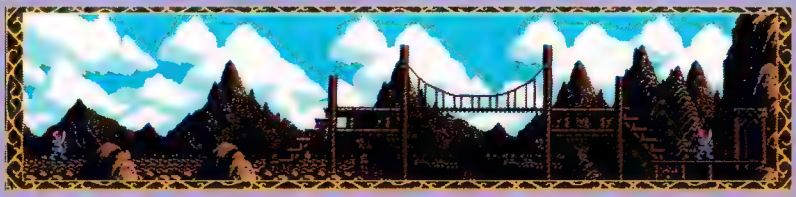
A whole new land for Adol to explore.



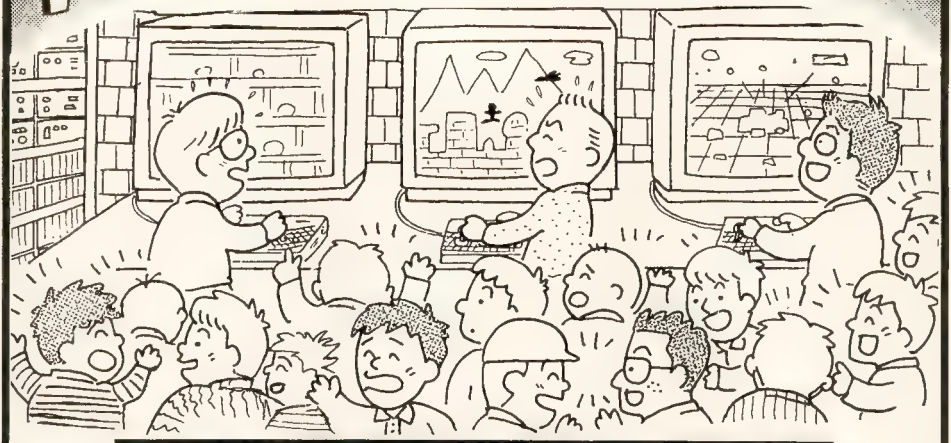
Fight your way through huge caverns!



Find items and weapons along the way.



VIDEO GAME EXCITEMENT



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THE SUPER FAMICOM TIMES

DRAGON QUEST 5

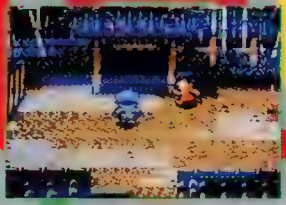
Enix of Japan | **8 megabit** | **Fall 1991**

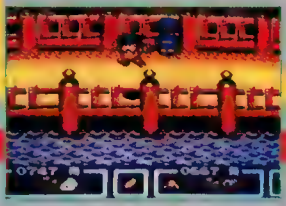
The fifth installment in the popular Dragon Quest series is moving up to the Super Famicom. It is still a ways away from production but plans are to make it 4 times larger than the first of the series. Another new feature is the 'layering' of enemy monsters. Not only do they line up in a row, but they can be several rows deep. The quest will relate to the previous adventures but the specific tie ins haven't been worked out yet.

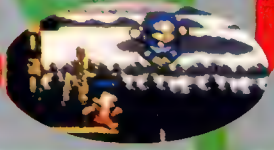
GOEMON

Konami of Japan | **4 megabit** | **June 1991**

Named after a popular cartoon character in Japan, Konami's next release will be meant just for the Japanese market. Actually this is the third in the Goemon series as the other two games were famicom softs. You must avoid the ghosts which chase after you while gathering treasure chests and power-ups. Good kung-fu moves and plenty of action make for a good action game.







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Don't let an old flame come between Dirk the Daring and Princess Daphne!

Play the hot, new 8-bit make of the epic classic Dragon's Lair™ on NES™ and gain. Take up your sword and save the Belov Daphne from the evil clutches of the fire-breathing dragon.

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DRAGON'S LAIR®

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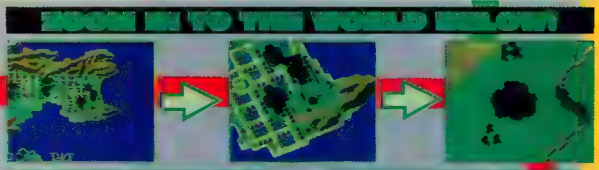
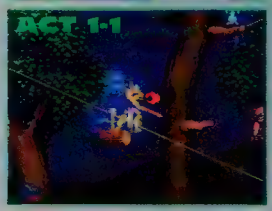
CIRCLE #120 ON READER SERVICE CARD

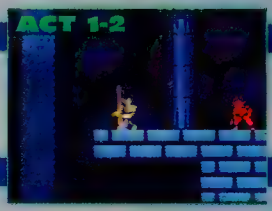
ACTRAISER

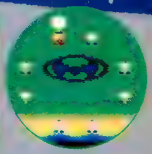
Enix | **6 Megabit + Battery** | **Now**

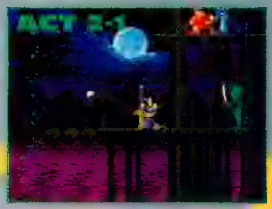
The newest Super Famicom adventure available is Actraiser from Enix. Actraiser has fast action hack'n'slash arcade-style game play combined with the mind challenging Creation Mode that captures the most appealing features of Populous. Each round is highlighted with fantastic graphics and an amazing musical soundtrack. The music is full of digitally sampled horns, violins, and percussion and clearly stands out as the best sound on Super Famicom yet! The graphics are equally as impressive with backgrounds and characters drawn in utmost detail. While the Creation Mode seems to slow the game down, the outstanding action scenes show how advanced [illegible] excellent game that really shows off what the system can do with two solid game concepts blended to bring you the ultimate in 16-Bit video gaming adve[illegible]

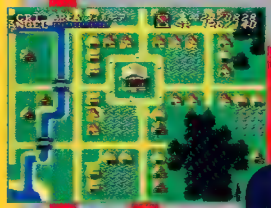












Protect your people from the evil creatures in the land as they build their cities and advance their civilization. Then go to the action scenes!

POWERBALL™

SMASH
INTO THE FUTURE

In a futuristic sports arena, you're running upfield, free and clear, when WHAM! your opponent slams into you with a bone-jarring tackle knocking the ball loose. On defense, switch control to your nearest player, then devastate the ball handler with a lightning spin kick, forcing another fumble. Now pick it up and sprint upfield. Then cut back to evade tacklers, fake the goalie, and bust through for a touchdown!

namco 2 PLAYERS

This is Powerball,™ the sports game where teams of armored athletes hammer each other in a furious slugfest. Powerball combines skills from martial arts, football, and rugby. Each of the twelve teams boasts a unique level of skills. Whether you compete against the computer or a friend, you'll thrill to the action of Powerball, the smash sport of the future.

For more information write:
Namco, Hometek Inc. 3255-1 Scott Blvd. Suite 102 Santa Clara, CA 95054-3013.

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namco
The Game Creator

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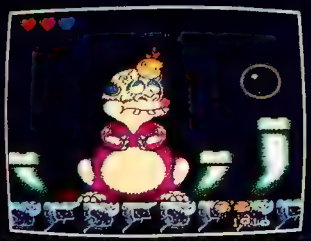
Now, when you buy a specially-marked TurboGrafx-16 System, you get a lot more than just ballistic 16-bit power, killer graphics, and blazing sound.

Because now you get Bonk's Adventure, the most popular 16-bit video game of all time, completely free.

All 28 stages of primordial bad guys. All five levels of prehistoric swamps, tropical forests and stone age deserts. All for a mere zero dollars.

All you have to do is buy the specially-marked TurboGrafx-16 System now (which already comes with another great game, Keith Courage in Alpha Zones) and you get Bonk's Adventure right on the spot.

So you can save 50 bucks, and start banging heads immediately.

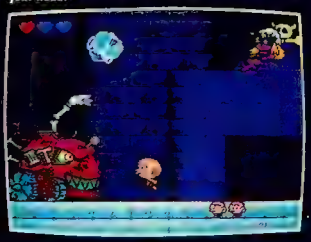


As Bonk, you must battle Huey, the first Boss. Huey is hypnotized, so he forgets he's really your friend. Just keep bonking him on the head to jog his memory.

Look for more lives inside the dinosaur. Also remember to check every cave entrance and bonk all walls to find secret bonuses.

Meat helps Bonk get fired up to beat the bad guys. Like all fast food, you never know when you'll come across it, so keep your eyes peeled.

A most heinous boss, Tractor Head, has a deadly beanball fight with Bonk. You can beat him, just use your head.



Sometimes Bonk needs to climb to get where he's going. Since they hadn't invented the ladder in 10,000 B.C., he uses his teeth.

TURBO 16 GRAFX

NEC

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CIRCLE #101 ON READER SERVICE CARD.

BEHIND THE SCREENS AT BULLET-PROOF SOFTWARE

"TAKING ON TETRIS WITH THE POWER OF LICENSING"

Where do video games come from?

The answers to this question are as different as the games themselves. Last issue we showed you how the idea for a cart is formed and produced by a programming team comprised of artist and developers who start, quite literally, from scratch.

But that is only one method of getting a game into a box. The most prolific method used to get games onto store shelves is through a complicated process known as licensing. Although some see licensing as a process that involves the acquisition of a popular character or theme (such as The Simpsons or Batman) that is then developed into a workable game project, some publishers go straight to other companies and essentially buy the rights to make the game for a specific region of the world.

This is done more than 90% of the time in the video game industry. Why? Because most of the games that you've enjoyed on your Nintendo, Turbo and Genesis systems originally started out as softs for the Famicom, PC Engine and Mega Drive. American game manufacturers locate the titles that have the most potential and then import the same game into the U.S.

This process is a lot easier for some companies than it is for others. Many of the larger game manufacturers, such as Capcom and Konami, develop products for the Japanese market and then choose the best (since most NES producers are limited to the number of games that they can introduce in the course of a year) to ship into stores here. Other big names, including even Nintendo and Sega, will shop around to smaller licensees and developers for the rights to their games in favor of their own.

Why would a game company sell a game if it has blockbuster potential? Why not make the game themselves and keep all of the ability to adequately market or distribute games, when you could make an arrangement with someone like Nintendo to buy their game plus forward a percentage of the profits that it makes! In this way, they can get the added exposure that a name like Nintendo can bring, sell more units and in the end come out ahead!

While it sounds as though licensing is little more than a golden road leading to even greater riches, it can also become a gamble. Most of the games are first released in Japan, a country that has time and again favored such themes as puzzles and RPGs, two genres that haven't always translated into big bucks on this side of the ocean. In fact, Nintendo banked on the appeal of RPGs as a new form of video gaming in 1989 and urged their licensees to follow the course. Unfortunately, many did and with few exceptions they all ended up with more games than they could sell.

One company, however, has had incredible success as owner of the license to one of the most popular games of 1990. Coupled with strong leadership and a hands-on approach to licensing, Bullet-Proof Software has quickly emerged as one of the predominant forces in the Nintendo game category...despite the fact that many of you may not know which game they're responsible for.

"It was a very strange situation," begins Henk Rogers, President and Founder of Bullet-Proof Software, "I had traveled to the Soviet Union to see if I could acquire the hand-held rights to a computer game that I had first seen tucked into the corner at the 1989 Consumer Electronics Show in Las Vegas. As a way to break the ice, Henk

showed them the Japanese Nintendo version, which had been produced and sold by BPS in Japan under license from Tengen. When they saw this, they immediately began to talk amongst themselves excitedly in Russian. Their next question to Henk was where did he obtain the Nintendo rights to the game. The game in question was none other than Tetris.

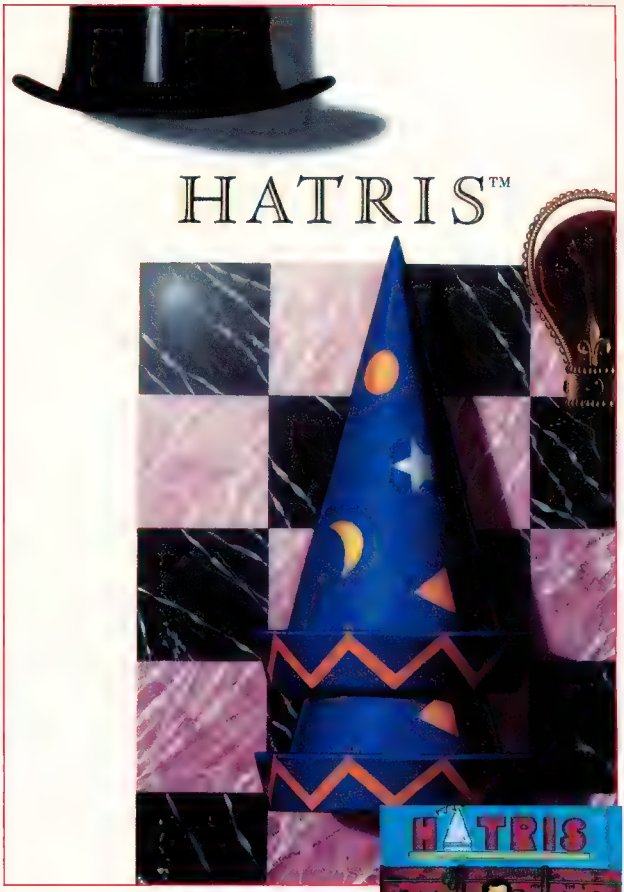
"Licensing a game can be difficult, but going after Tetris was made doubly complicated due to the fact that I was having to deal with the Soviets and their export bureaucracy as well as stumbling into the middle of a misunderstanding." The misunderstanding that Henk describes affected not only BPS and Tengen, but Nintendo as well.

"At one point I thought that the Russians might lock me up for copyright infringement!" Henk exclaimed. After sternly explaining to the head man of BPS

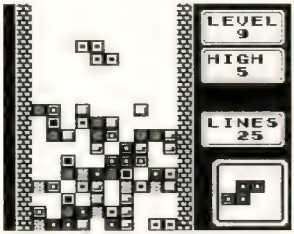
EGM Publisher, Steve Harris (r), talks to BPS President Henk Rogers (second from right), and the developers of Tetris and Hatris!

that ELORG, the Soviet company responsible for the marketing of Tetris, had only provided rights for the IBM PC, IBMPC compatibles and C-64 versions of the game. Rogers had to come up with plenty of answers...fast! Fortunately, cooler heads prevailed, "I calmed everyone down and let them know that I too was interested in finding out who had the real rights to Tetris because if the rights under which I had been publishing Tetris turned out to be bogus, BPS could possibly face very serious legal consequences."

In the end, this trip to the Soviet Union would pay off for Henk and BPS. It finally was revealed that the company that had originally been given the rights to Tetris on computer, Andromeda, had themselves sold the license to formats they had no actual ownership of. The final chapter to this story had Tengen in the



Hatris, the latest in the line of games inspired by the original Tetris, is one of several upcoming titles from BPS!



The game that started it all! BPS license GB Tetris to Nintendo!

Hatris takes the Tetris premise and gives it a new twist!

midst of a Tetris recall, Nintendo scoring a coup with the full rights to the NES product, the rights to the GameBoy product (licensed to them by BPS) and BPS ending up with the Japanese Family Computer rights (licensed to them by Nintendo). The reshaping of the Tetris licensing landscape even continued for several months, with Nintendo forcing Sega, who had also purchased the rights to the game from an incorrect source, to discontinue a version for its 16-Bit console (copies of which can go for as high as $200 in some circles). As far as Henk Rogers was concerned, the deal worked out perfectly, allowing him to use the same creative approaches that he'd employed in the past, effectively reshaping the software and cartridge game industries of both Japan and the U.S.

Bullet-Proof Software was molded out of Henk's own creativity and was out of a necessity to be taken seriously. He started out of a necessity to be in business or to go back to teaching English in Japan. At the age of 29, Henk had personally designed, developed and programmed an RPG called Black Onyx. While many hard-core RPG'ers would consider the game too simple by today's standards, Black Onyx was the title that opened up the Japanese market to role playing games. It was just one of many firsts that Rogers would enjoy on his ascent into the forefront of the electronic gaming world.

"It was the first RPG," Henk elaborates, "to use bar-graphs to graphically display the hit points and wounds as well as characters that had different faces and whose clothing and inventories were graphically represented." When the game was released to the fledgling Japanese computer game players, it didn't take off right away.

The problem Henk faced was that because RPGs were a non-existent genre at the time, his advertising dollars fell on deaf consumer and distributor ears. Realizing this, he visited all the Japanese computer game magazines and personally demonstrated the game. One month later, Henk was rewarded with rave reviews which were quickly followed by booming sales. BPS was in business.

Needless to say, with Henk at the helm the public started to notice. With a unique game packaging design which eventually became a standard in Japan, Black Onyx was marketed with a higher price than other computer games. But it sold and sold big (it was the number 1 game in 1984 and held the number 2 ranking the following year), forever transforming the face of the computer entertainment industry in Japan with its quest and, years later, the type of video games we all play. From power-ups to power meters, Henk Rogers managed to create many of the most common parts of the role playing games - all with just Black Onyx!

Like many other Japanese computer and electronic entertainment companies, Henk Rogers selected a company with a name that could be found on any computer performance table. With other titles such as ASCII taken, Henk settled on BPS (which is short for Bits Per Second) and then hid its true meaning with the much more creative Bullet-Proof Software.

"I did some sequels to Black Onyx as well as a couple of other titles," Henk continues, "but by that time there was a new type of computer that was starting to become popular. It was called the Family Computer (our NES) and it had just begun to appear in stores. I did not believe that Nintendo was going to affect my business which was mostly PC, just like so many other US PC companies. After a few years I had to face the reality of a shrinking PC entertainment market as a direct result of the great success of the NES and I just had to be a part of it!"

As we all know now, Henk's assessment of Nintendo's potential, as flattering as it was, didn't come close to touching the real success that the machine would soon enjoy. But Henk was heading in the right direction, and he had a plan!

Henk knew that the President of Nintendo in Japan was an avid player of the game Go, and that if he could convince him that a version was possible for his machine, he may just be in business. With this in mind, he got the meeting and eventually the contract to produce a translation for the Famicom. After developing Go for the Famicom (rated one of the best games on the Famicom by the Japanese mags), Nintendo allowed BPS to publish it themselves. Go was a success for BPS and it gave them a foot-hold into the Nintendo market.

With several NES carts under their belt (including softs such as Archon), BPS is now an established member of the software development and publishing field. The company's commanding presence is bolstered by strong ties with the programmers of Tetris and other popular Russian games.

"The first day I met Alexey Pajitnov, he was a bit distant, sort of sizing me up," Henk goes on, "but after we talked and he knew how enthusiastic I was over Tetris he opened up. We had dinner together later that evening and came up with a dozen different sequels to Tetris - maybe someday we'll see them all!"

Right now, however, Henk and the rest of the BPS staff are gearing up for the release of the second Nintendo 'Tris game, called Hatris. Developed along with Vladimir Pokhilko, Hatris takes the Tetris concept, doubles it and then adds a very challenging puzzle to it. You must line up two descending hats onto the heads of different people as Vladamir and Alexey look on. Whenever five hats of the same kind are stacked successfully atop one head, the hats disappear and bonus abilities are added. If enough of these bonuses are gathered, you can pick up hats or throw useless ones away.

In addition to Hatris, BPS is also working on two other products - a Nintendo version of Chip's Challenge (a Lynx game that is one of Henks favorites) and a new first person perspective four player GameBoy cartridge called Face Ball 2000.

Take a lot of creativity, a bit of daring and plenty of smarts and you end up with the brains behind one of the best new Nintendo licensees on the rise! Henk Rogers is a man who has forever changed how we play games as well as the games we play! With a feeling for what's fun and always an eye toward the future, Henk has managed to position himself alongside the best in the industry.

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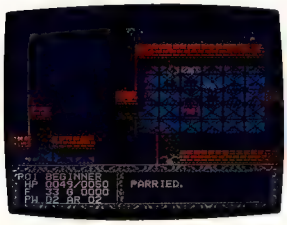

FATAL LABYRINTH:
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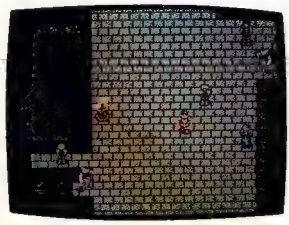

FATAL LABYRINTH:
Start the journey in the village outside Dragonia's castle. The village dwellers will tell you of their plight and what you need to do to save the world from darkness.

S JUST THE BEGINNING.

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Marauding ghouls have raided the nearby village and stolen the Holy Goblet, delivering it to the High Tower where the Dragon rules. With the goblet in his vile talons, soon darkness will consume the world.

As Trykaar, you will bravely enter Dragonia Castle and employ a vast array of powerful weapons and mysterious magic items, discovering their functions and uses as you journey headlong into the clutches of the Dragon's minions.

Whether you're new to dungeon travel or a hardened veteran, Fatal Labyrinth will hold surprises and high adventure unlike any other fantasy game. Every time you play, it's like a new, different game. And with Phantasy Star II,™ Sword of Vermilion,™ and Phantasy Star III™ coming soon, we've got the RPG category covered. Which is why we say, Genesis does.

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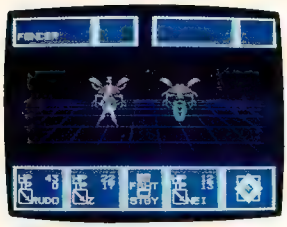

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With 19 multi-level maze dungeons and 9 separate cities to explore, you'll solve twisted riddles and fight hundreds of Biomonsters that will hopefully lead you to your goal. Awarded "1990 Best Video Game of the Year" by Video Games & Computer Entertainment.

SWORD OF VERMILION:
Awarded "Best Genesis Fantasy Role Playing Game" by Game Players Magazine. Sword of Vermilion combines the classic aspects of RPG with an innovative sideview combat system and Genesis sound and graphics

PHANTASY STAR III:
The most asked about Sega sequel from consumers nationwide. 7 unique journeys and 4 different endings. There are 9 worlds and moons to explore with characters that age, marry, grow old and die. Available in June.

CIRCLE #107 ON READER SERVICE CARD.

ARCADE ALLEY

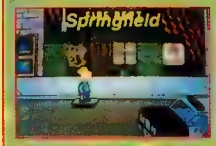
By Sushi X

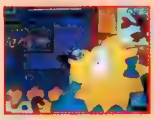
THE SIMPSONS
America's Funniest Family

AYE CARUMBA, DUDE!

The Simpson clan are at it again in an all new coin-op adventure! One day in downtown Springfield, the Simpson family stumbled into a robbery in progress. Homer bumped into the crooks, causing a large diamond to pop out of their hands and into Maggie's mouth! Naturally, the robbers can't remove the diamond from Maggie's mouth and simply decide to kidnap Maggie. Taking matters into their own hands, the whole family takes off after them. Follow Bart, Lisa, Homer, and Marge throughout Springfield as they attempt to save Maggie from the clutches of jewel thieves!

Even though the Simpsons only want Maggie back, the thieves send thugs to stop them. Unfortunately for them, they didn't realize what they were up against! Each Simpson has a unique fighting style. Bart has his skateboard, Lisa uses her jump rope as a whip, Marge clobbers the crooks with her vacuum, and Homer simply utilizes his lethal hands and feet. Nobody messes with the Simpsons! Another interesting attack involves team cooperation. Stand two family members near each other for a second or two and get ready. Homer and Marge can roll over the bad guys like a bowling ball. Lisa and Bart run and yell, giving the crooks instant headaches! Or, pair up parent and child to double their attacking power. Another way to waste the robbers is to nail them with the various items laying in each level. Hammers, bowling balls, slingshots and more are all at their disposal.



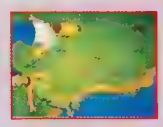


Oh, no! Maggie has the jewel, and she won't let go either. Act quick, Bartman!

The crooks have taken Maggie!! The Simpsons will have a hard time saving her.

Their journey will not be short, either. The Simpsons must travel though Downtown Springfield, Krustyland, the Springfield Discount Cemetery, Moe's Tavern, scenic Springfield Butte, Dreamland, Channel 6, and finally, the Nuclear Power Plant. All aspects of the hit television show have been perfectly preserved and enhanced in the coin-op, right up to each Simpson's individual smirks and gestures! Add four player simultaneous fun, challenging game play, and numerous player options, and you've got one coin-op that even Homer could enjoy!

The Simpsons are washed up on shore after diving headlong over a waterfall!



They're taking Maggie to Channel 6! Hurry up, Simpsons, time is running out!!

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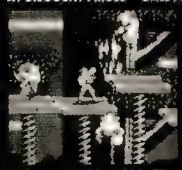

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Bandai America	119	41
BigNet	175	43
Chips and Bits	134	52
CSG Imagesoft	120	61
Data East	116	31
Die Hard Game Club	131	73
Electronic Arts	111	38-39
Enix	172	33
FCI	121	35
Game Express	171	14
Game Train	133	81
Gametronix	179	83
HAL America	110	21,23
Home Entertainment Dir	173	74
HO/RC Hobbies	163	72
HOT-B USA	128	37,55
Hudson Soft	109	13,19
IGS	127	45
Irem America	158	6, 7
Jaleco	147	47
Japan Video	135	12
Kaneko	103	15
Koei	166	25
Konami	146	MG2
Meldac	105	17
Namco America	140	MG5,63
Natsume	126	OBC
NEC	101	64-65
NTVIC	106	MG7
Play-It-Again	129	87
Power Up Video	169	46
Renovation	113	49
Sage's Creation	112	51
Sega of America	107	MG14-15,69-71
Seismic	174	27
Sofel	102	5
Sunsoft	164	IBC
Taito	161	IFC,3
Tecmo	123	53
Tesco	170	68
Ultimate Game Club	130	91
Verdict Telereviews	168	89
Vic Tokai	125	28-29,MG17,57
Video Game Excitement	177	59
Zachary Game Club	176	52

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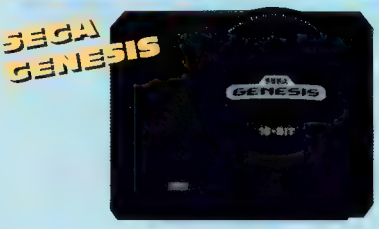

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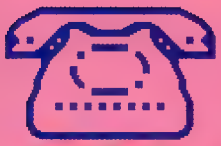

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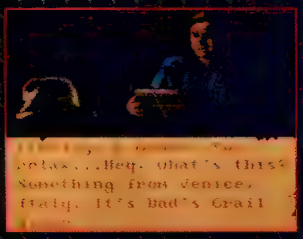
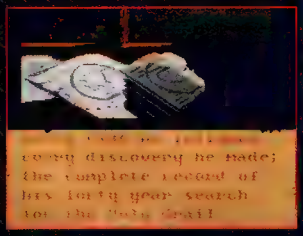
FACT-FILE

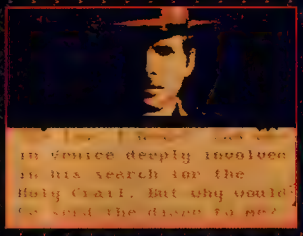
Manufacturer: Taito
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 6
Theme: Action/Quest
Difficulty: Average
Number of Players: 1
Available: Now

THE QUEST OF A LIFETIME...

Fresh from the masterminds at Taito comes an excellent movie to game cart translation - Indiana Jones and the Last Crusade! This action/quest takes you on several unique missions that challenge your mind as well as your reflexes. As in the movie, Indiana must find his father and the Holy Grail before the Nazis close in!





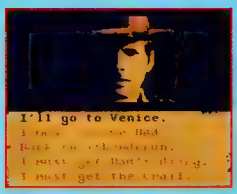


A NOTE FROM SALLAH??

After completing one of the first quests, Sallah sends you a telegram stating that he found the location of the Holy Grail. Take his advice seriously, and be sure to have the diary when you finally attempt to retrieve the Grail! Be patient, however. You have many quests to complete first.

SAVE MARCUS AND DAD!

Once again, Sallah informs you that you must save Marcus and your father before you partake on the Grail Quest. Of course, don't forget to visit Venice and retrieve one of the most valuable clues in the game - a picture of the Holy Grail! Hurry, Indy! There isn't much time!

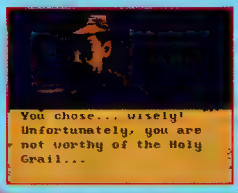


DECISIONS, DECISIONS...

This cart is a true quest/action game. The choice of missions allows players to decide which fate they would like to pursue. A word of warning, however, the quests become harder as you complete them. Even the Grail Puzzle is nearly impossible at higher levels!

THE DIARY IS YOUR LIFE!

Should you lose the diary to the Nazi henchmen, go after it immediately! The motorcycle course is difficult, but you may try to retrieve the diary as often as you like. This way, if you get knocked out again, all you need to do is get the diary once more.

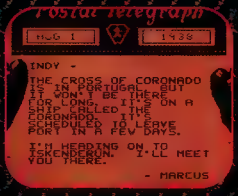


NOT SO FAST...

Even though the option to search for the Holy Grail comes early in the game, do not attempt to retrieve the Grail unless you have 1) gotten the Cross, 2) rescued Marcus, 3) gotten the Grail sketch, 4) rescued Indy's father, and 5) retrieved the Grail Diary. All attempts will fail...

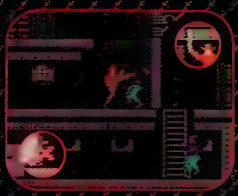
YOU WILL FACE MANY CHALLENGES IN YOUR QUEST FOR THE HOLY GRAIL!!

Claim the sacred Cross of Coronado off the coast of Portugal



GET THE CROSS!!

One of these pirates is holding the Cross of Coronado. After you defeat the last pirate, you will be rewarded with the Cross. After grabbing the cross, Indy will jump off the ship.



Rescue Marcus from enemy tanks on the vast desert of Iskenderun

SAVE MARCUS!!

Marcus has been kidnapped! Battle it out with the thugs in the tank and knock them over the edge before they wipe you out. Don't take too long, as the tank is headed for a cliff!

A GRAIL PUZZLE!!

In Venice, you must unscramble the picture of the Holy Grail and escape the cavern before the fire arrives. Make sure you memorize the finished picture for later reference.

Save your father from the clutches of enemy soldiers at Brunwald Castle in Austria

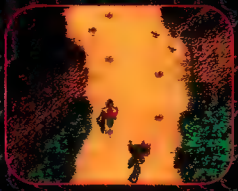
SAVE YOUR DAD!!

Getting close! Now Indy must face the Nazis to rescue his father, hidden somewhere in Castle Brunwald. Secret doors and walls are everywhere! Try using the whip on objects.

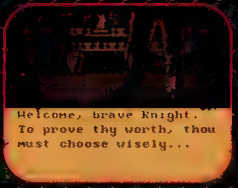
Retrieve your father's diary from Berlin and elude the enemy soldiers

GET THE DIARY!!

The Nazis have the Grail Diary! After Indy retrieves the diary, he must escape on motorcycle. Numerous hazards along the way will hinder Indy's escape. Take great precautions here.



And finally claim the Holy Grail from the Lost Temple



ONTO THE GRAIL!!

Having completed the rest of the quests, Indy may now attempt to retrieve the Holy Grail. Use the information in the diary wisely, as well as the Grail sketch, and the Grail is yours!

FACT-FILE

Manufacturer: Jaleco
Machine: NES
Cartridge Size: 2 Meg
Number of Levels: 5
Theme: Action
Difficulty: Moderate
Number of Players: 1
Available: Now

MOST EXCELLENT, DUDE!!!

Jake is the apprentice of Zed, a master magician. While preparing for his training, Jake is maliciously attacked by unknown assailants! While fighting off the attackers, Lisa, his girlfriend, is kidnapped, so Jake heads to the Underworld to win her back!

Of course, Jake is not defenseless either. He has a powerful assortment of magic at his disposal, including magic that can transform Jake into different mari animals. He has mastered the art of elemental mysticism and can control fire, water, air, and earth spells.

As Jake completes each level and destroys more enemies, his magics become more and more intense. Then again, so do the enemies! Certain magics only work when Jake is himself, so plan your strategies carefully.

TRANSFORM TO SURVIVE!!

CAT

The cat magic gives Jake an invincible jump and a powerful but short-range electric claw beam!

EAGLE

The eagle magic transforms Jake into a bird man who can fly and throw super charged feathers!

FISH

The fish magic turns Jake into a frog man that can swim and shoot destructive bubble stars!

JAKE

Jake himself is the all-around radical magic dude! Only Jake can utilize the really powerful magics.

USE THE MAGICS CAREFULLY!

FULL LIFE

The Full Life magic restores all of Jake's life and costs 4 magic points.

HALF LIFE

The Half Life magic restores half of Jake's life and costs 2 magic points.

TOTALLY TIME

The Time magic stops the enemies for 5 seconds and costs 2 points.

INVINCIBILITY

Invincibility magic lasts for only 5 seconds and costs 2 magic points.

FAR OUT FIRE

The Fire magic flames the on-screen enemies and costs 2 magic points.

WICKED WATER

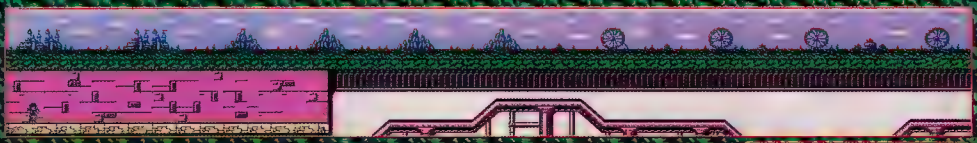
The Water magic ices the on-screen enemies and costs 2 points.

AWESOME AIR

The Air magic blows away on-screen enemies and costs 2 magic points.

EXCELLENT EARTH

The Earth magic rocks the on-screen enemies and costs 2 points.



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LEVEL 1

JAKE IS ATTACKED!

After completing his basic training, Jake is abruptly attacked for no reason!

LEVEL 2

ALLISON IS KIDNAPPED!

Quickly, Jake! After them before they get away!! Allison is counting on you.

LEVEL 3

ENEMIES ATTACK AGAIN!

Rescuing Allison really got them mad! They want her back in a bad way.

LEVEL 4

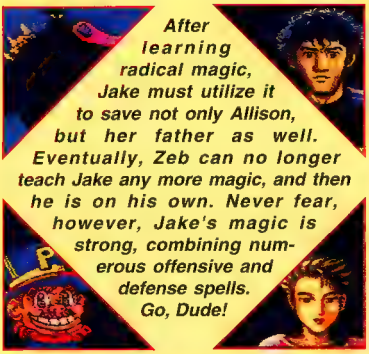
INTO THE UNDERWORLD!

All right! No more Mister Nice-Guy!! Take the battle to the underground world.

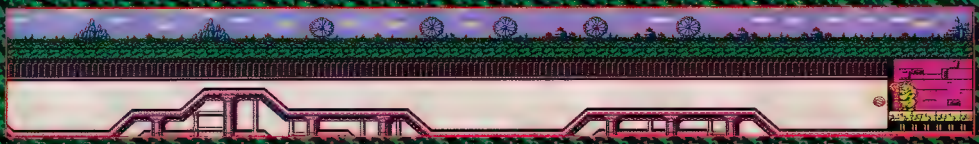
LEVEL 5

UH, OH...

This dude isn't fooling around! Get ready for a surprise at the end of this level!!



After learning radical magic, Jake must utilize it to save not only Allison, but her father as well. Eventually, Zeb can no longer teach Jake any more magic, and then he is on his own. Never fear, however, Jake's magic is strong, combining numerous offensive and defense spells. Go, Dude!



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THE MASTER SYSTEM 2, AFFORDABLE GAMING FOR THE 90'S

Mention Sega and you think of spectacular, cutting-edge technology like CD-ROM, Tera, R-360 and 32 bit arcade ma-chines. But besides this, behind the high tech glitter, the com-pany has gone in and took a look at the existing product line - the Sega Master System. After all, this 8 bit workhorse still has a very strong following and now, with the worldwide in-troduction of the Game Gear, the company can do similar 8 bit programming for both the GG and SMS! For the U. S. market the emphasis was to be on an affordable system where price was to play an important part. To achieve this goal the SMS was to be revamped and given a new facelift. As extra incentive, Alex Kidd was now to be built in! And finally the system was to retail below $60.

The older SMS has been redesigned. The new MS 2 is now more affordable and has the game Alex Kidd built in!

Enter the Master System 2! This is Sega's entry level machine but it packs a punch that can give Nintendo a run for its ROM. Containing all the specs of its older brother (except the card slot), the Master System 2 is now available in stores across the country.

But what good is a new system without the software to support it? To date, there have been over 90 Master System cartridges released and, to fit in the 'affordable image' the prices of most of the games have been reduced to under $30! Among the older games are clas-sics such as Phantasy Star, OutRun, Double Dragon, After Burner, Rambo 2 and Ghostbusters.

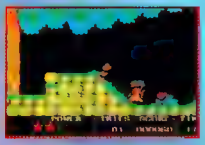
But Sega didn't just stop there. They knew that it takes a constant influx of new games to keep the players interested and that they have been doing the past few months. Just recently Sega brought out great titles such as: Castle of Illusion with Mickey Mouse, Michael Jackson's Moonwalker, Columns, Joe Montana Football, Paperboy, Psycho Fox, Super Monaco GP, Dick Tracy and the phenomenal Ghouls and Ghosts! Not a bad list of games!

And this is just the beginning. Sega plans to bring out at least another half dozen titles by Christmas. A new quest/ad-venture game - Golden Axe Warrior should be just coming out as you read this. The mega hit Strider will hit the MS2 in June packing a not too shabby 4 megabits! August will bring Shadow Dancer, and in September there will be Pat Riley Basketball and the wall climber - Spiderman. October is the time for Donald Duck, and even better things are in store for the major shopping months of November and December. In addition, Sega is relooking at some of their older unreleased titles.

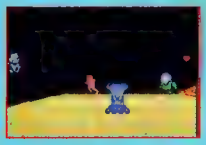
And finally, should the time arise when you want to step up to the Genesis, your MS2 carts won't be out of date. With the Power Base Con-verter you'll be able to play them on the 16 bitter!

HOT TITLES JUST RELEASED!

MICKEY MOUSE



GHOULS `N GHOSTS



MOONWALKER

DICK TRACY

Sega has been busy the past few months in bringing out new MS2 softs.

JOE MONTANA FOOTBALL

SUPER MONACO GP

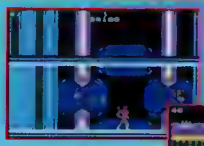
COLUMNS

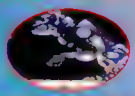
The price should be very reason-able for the new MS2 carts!

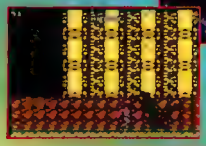
MORE NEW TITLES COMING SOON!

STRIDER
MAY/JUNE 1991

The award winning Genesis Strider is being converted to the Master System. It will be a 4 meg cart and, as you can see from the pix, this soft will probably be the best SMS cart ever!



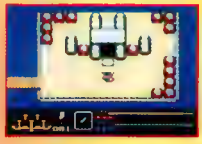


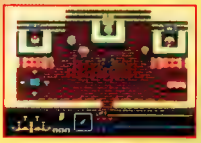


All of the great 16 bit action has been built in the new MS2 cart! Includes all the huge bosses !

GOLDEN AXE WARRIOR
APRIL 1991

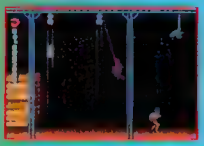
It's a new adventure/quest game on the same lines as Zelda. Explore the multiscreen countryside searching for treasures while battling with the enemy forces. Gain experience from your fights but don't let your life energy get too low.





SPIDERMAN
SEPTEMBER 1991

The webbed wonder from Marvel comics is here to rid the city of the scum that is causing havoc. Spidy climbs walls with ease and shoots webs to help him swing from building to building. It's an all out war against the Kingpin of crime and only Spidy can do it.



PAT RILEY BASKETBALL
SEPTEMBER 1991

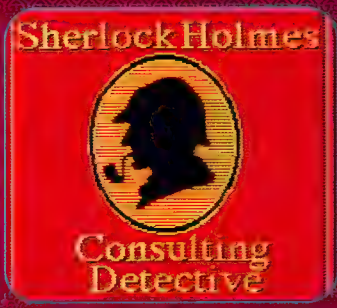
Lace up your Air Jordans and get ready for a new generation of SMS basketball! Featuring fast action and close-ups of freethrows and slam dunks.

Go head-to-head with a friend in this fast paced full court basketball simulation.

And the action doesn't stop with just these spectacular new softs! Sega is taking a close look at also doing Great Golf, Shadow Dancer, Donald Duck and

FACT-FILE

Manufacturer: NEC
Machine: TurboGrafx 16
Cartridge Size: CD-ROM
Number of Levels: 3
Theme: Mystery
Difficulty: Moderate
Number of Players: 1
Available: March 1991



ELEMENTARY...

Attention all Baker Street Irregulars, Holmes and Watson are back and they need your help. They have three new cases to solve and it's up to you to help put the clues together for Sherlock and the good Doctor so they can put these criminals behind bars, where they belong.

The first case deals with a 2000 year old mummy committing murder here and now, or at least there and then, as all of these cases take place in 19th century England. An archeological dig has dug up more than bones and artifacts. Holmes smells foul play, and it is up to you to help him solve this caper.

Case 2 involves a female heiress who is being framed for murder and robbery. Being the skeptic that he is, Holmes does not believe she is guilty. You have to prove it.

Your third case deals with a different type of lottery. The last survivor owning a wartime ticket gets all the money. Time to head to 221-B Baker St. and help Holmes and Watson.

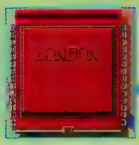
Sherlock Holmes is a totally unique game, offering for the first time real action video. This is a phenomenal achievement and promises to make it a big hit.

USE YOUR TOOLS WISELY AND DON'T FOLLOW DEAD END LEADS!!

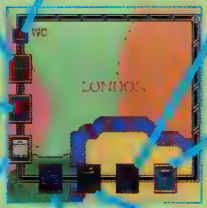
The Notepad will help.

Choose the case for you.

Telegrams are useful.



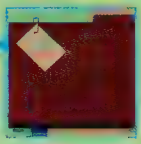
Who's who in London.



Hold a trial and win!

The Times holds info.

Travel to the scene.

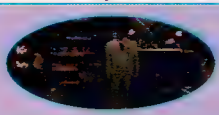


Holmes' own information.

The Mummy's Curse

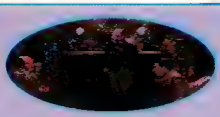
Is a 2,000 year old mummy responsible for the recent deaths?

The Case of the Mystified Murderess



Is the Society Burglar taking the jewels of his victims, or their lives? Why was an innocent woman framed?

The Case of the Tin Soldier



Who murdered General Armestead, and why? Was it to win the Tontine Lottery?

(Continued on Page 88)

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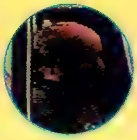
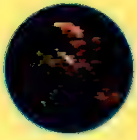
CIRCLE #129 ON READER SERVICE CARD.

- THE TIN SOLDIER -
WHO MURDERED GENERAL ARMESTEAD??

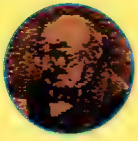
Holmes
the mastermind himself - combine wits and solve the crime!



Dr. Watson
Holmes' ever-faithful assistant - can find some useful information.



Inspector Smythe
needs your help to solve the murder of the General.

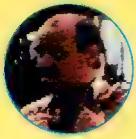


General Armestead
Somebody wanted him dead really badly.

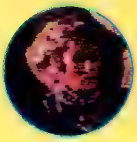
Sir Jasper Meek
Excellent at finding the causes of a death.

Quentin Hogg
Abrasive deductive reasoning are his main assets.

The General's Butler
As in many old mysteries, did the butler do it?

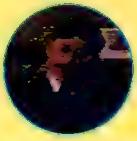


Porky Shinwell
He may like to drink, but he's full of useful information.



Anita Thomas
As a Tontine Ticket holder, she has a marvelous motive.

Claire Thomas
Does Anita's twin know more than her sister?

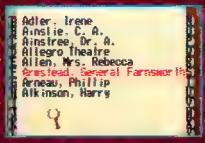


Inspector Lestrade
A stubborn man, but will grant you a favor or two.

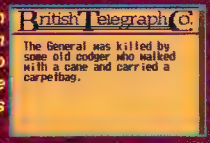
???
Who is this mystery man who killed the General? Why did he do it?

THE GAME IS AFOOT!!!
GATHER CLUES AND KEEP AN OPEN, DEDUCTIVE MIND.

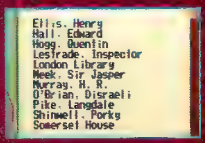
Check the London Times for critical data on the latest crimes.



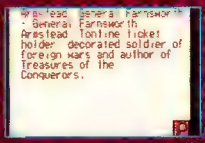
Fish through the London Directory to find possible suspects and info.



Send the Baker's Street Irregulars to get data quickly and easily.



The Notepad contains the names of people and places to investigate.



Holmes' personal files hold valuable background information.

Personal visits often reveal clues in a digitized movie clip, or nothing.

Why is the figurine of Napolean turned? Is it a clue or coincidence?

Perhaps the General's work on the Polar Star diamond was fatal.

The short man with the letter and cane killed the General, but why?

If you find the perpetrator, try and convict him at the court.

If you win, Sherlock Holmes will talk about the solution to the case.

After Holmes finishes his solution, compare your score to his.

The Future of Video Game Information is Here

Verdict TeleReviews™

Just what is VTR?
VTR is a caller-driven info line, where users can access a mind boggling array of vital video game features.

It takes a lot to boggle my mind. How can VTR do it?
Just listen to this: With one call, you can get well over **160** (more added weekly) critical, objective, and entertaining game reviews. Second, you can access our recommended game lists, which identify top titles by system and age group. Third, you can access up-to-the-minute news and information. Finally, you can use the "Sound Off" to get your views heard by the industry "big boys" (and girls!) quickly and efficiently.

Who should use VTR?
People who are looking for an alternative video gaming source use VTR. VTR is for those who want their info now, be it "No-Bull" reviews of the newest games, a list of the best available titles for their machine, or late-breaking industry news.

What makes VTR reviews special?
First, VTR covers almost every new game that comes out for all of the major systems. Second, our service is available to you any time, day or night, and from any touch tone phone. Plus, you can choose either a short (1 minute) or long (2.5 minute) review, so you get exactly the amount of detail you want. Most importantly, our reviews tell you straight up if a game is worth your hard earned dollars. Use VTR, and you'll never make a **$50 mistake** again!

What are recommended game lists?
These are "top ten" lists expressly designed for those who are interested only in the best games for their systems. These lists are updated bi-weekly, so you'll know that our list includes all the latest and greatest games for your system and age group.

And the news?
VTR covers all aspects of the video gaming world, with bi-weekly updates of new product announcements, manufacturer promotions, gossip, debates and much more. If you can't wait to hear what the video game future will hold, you need VTR News.

Ok. What about Sound Off?
Sound Off makes it easy to get your opinions to anyone in the video gaming industry. Do you have a game related comment, complaint or suggestion? VTR can get it to the right person, right away. Forget looking up numbers, addresses and company titles. Just call us up, leave your message, and we'll take care of the rest. After all, if the players don't tell the companies what they want, who will? You can make your voice heard with VTR!

Is the VTR system hard to use?
No. All the information is accessed using a very simple and efficient menu system. We get you to the info you want with the greatest of ease.

What are the codes listed below for?
These allow you to get directly to 30 of our latest reviews. Codes for over 130 other games can be accessed by listening to "New Additions" or by using the on-line "Code Locater Program." You can also see last month's EGM for other recent codes. Or best of all, leave your name and address on Sound Off for a complete VTR user guide with over 160 review codes!

Wow! VTR sounds great! But who are you guys anyway?
Basically, we're just a group of young game players who got sick and tired of buying sorry, overpriced, piece of junk games. We designed VTR to serve as a new source of information that could help confused consumers (like us!) make educated choices when purchasing games. We know VTR can really help you get the most for your video gaming dollar. But there's no need to thank us, just call!

What is VTR's number?
Funny you should ask! It's right down here...

1-900-226-3431 (1-900-CANDID 1)

1.25 for the first minute, .95 for each additional. If under 18, get permission

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Musha	811603	The Simpsons	105039	Tricky Kick	000186
Granada	100302	Gretzky Hockey	100107	Sinistron	007088
Shadow Blasters	100026	Double Dragon 3	106050	Battle Royale	001078
Trampo Terror	061042	Untouchables	010015	Aero Blasters	001085
Atomic Robo Kid	907013	Bandit Kings	000178	Veigues Gladiator	000958
Shadow Dancer	011142	G.I. Joe	111902	Bravoman	000996
Strider	011128	The Punisher	051680	Drop Off	000972
E-Swat	011104	Deja Vu	000110	Bloody Wolf	000859

This list was written in February. **Choose "New Additions" to get the latest game codes!**
If you'd like a **free VTR user guide with over 160 review codes,** just leave your name and address on the Sound Off!

VTR

For Players. By Players.

CIRCLE #168 ON READER SERVICE CARD.

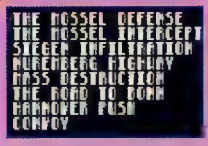
FACT-FILE

Manufacturer: Sega
Machine: Genesis
Cartridge Size: 4 Meg
Number of Levels: 8
Theme: Simulation
Difficulty: Easy
Number of Players: 1
Available: Now

IT'S ALL OUT WAR!!

After a ruthless Soviet attack, the United States must put up a strong defensive front and mount a counterstrike. You have been elected to command the battle tank and wipe out the Soviet offensive.

This simulation cart gives you four different viewing positions from which to plan your strategies. One interesting strategy is to drive up the side of a mountain and surprise the enemy forces! Besides tanks, you will be facing helicopters with one mission: stop your advances! Abrams Battle Tank features 8 different scenarios (plus the whole war), the option of night or day fighting, and two difficulty levels!!



PICK ANY MISSION YOU DESIRE

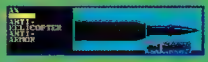
LOAD YOUR TANK'S ARSENAL

KEEP AN EYE ON ALL READOUTS

ENEMY REPORTS
You'll continuously receive new reports on enemy troops and casualties to gauge your progress.

CHOOSE YOUR ARSENAL CAREFULLY!

AX-Great against the helicopters or armor.



SABOT-Pierces even the toughest armor!

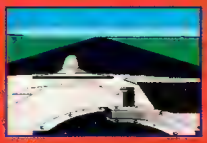
HEAT-This weapon works against tanks.

DAMAGE REPORT

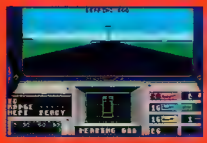
THERMAL
Use Thermal Vision to spot enemies in the dark of night.

THERE ARE FOUR DIFFERENT VIEWING POSITIONS TO CHOOSE FROM!!

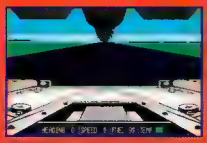
COMMANDER
View the overhead maps for strategies.



CUPOLA
Align the turret for better accuracy.



GUNNER
Blast them away from the gunner's seat!



DRIVER
From here, you can see where to go.

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FLICKY

FACT-FILE

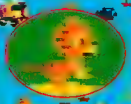
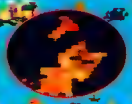
Manufacturer: Sega
Machine: Genesis
Cartridge Size: 1 Meg
Number of Levels: 99
Theme: Maze Chase
Difficulty: Easy
Number of Players: 1
Available: Now

A BIRD IN THE HAND...

Help Flicky find her children!! A number of Flicky's baby chicks have gone and wandered off from the nest. The local gang of felines, playfully dubbed Nyannyans, have spotted the chicks and decided to grab an easy lunch. Choro, a quick and sticky lizard, is also hungry! Flicky must grab her chicks and corral them to safety before the mobsters grab her!!

Featuring 99 different levels, Flicky for the Sega Genesis will provide children of all ages with hours of fun and excitement. As Flicky progresses, the enemies become faster and smarter, and the areas become more detailed and difficult.

Catch all 20 of the falling chicks in this fast paced Bonus Round!! Get all 20 for a perfect bonus.

GET ALL THE CHICKS AT ONCE FOR A HIGHER BONUS

The point value for each chick you save consecutively increases, so grab as many as you can before you reach the safety door!! Watch out for the cats, however, because they cause you to drop chicks.

HIGHLY DETAILED LEVELS AWAIT THE PROFICIENT GAMERS!!

Strut your stuff on higher levels and you'll be treated to awesome backgrounds. Each level becomes more difficult as the platforms are meticulously placed to inhibit Flicky's movements.

ONLY FAST PLAYERS WILL REAP THE REWARDS OF THE END BONUS!!

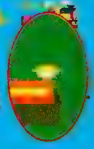
Every second counts toward a round bonus. 20,000 bonus points is the maximum bonus allowed here, but it decreases rapidly.

USE THE ITEMS PLACED THROUGHOUT THE LEVELS TO WIN!!

You aren't completely defensive in this struggle against time. All types of items are placed in each level that will kayo the cats and lizards, even if they are bounced off walls!

SPECIAL BONUS!!

This diamond appears after you nk enough cats.



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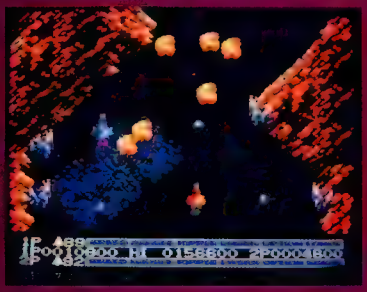

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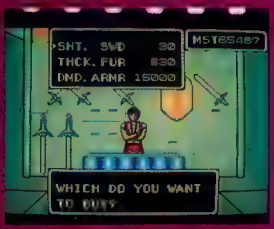

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SAGAIA

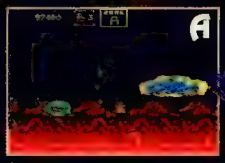
FACT-FILE
Manufacturer: Taito
Machine: Genesis
Cartridge Size: 8 Meg
Number of Levels: 28
Theme: Shooter
Difficulty: Moderate
Number of Players: 1
Available: Now

THE SOLAR SYSTEM NEEDS YOUR HELP DESPERATELY!

Darius was once a planet that boasted a highly advanced civilization, but fell into chaos and ruin after succumbing to the relentless attacks of the evil Belser and his armada of space aliens. Proco and Tiat, two survivors fled Darius and settled on planet Orga. Many centuries later decendents of Proco and Tiat recieve a distress signal from a distant part of their galaxy. To their amazement the signal came from a different line of Darius decendents. They were also under the wrath of Belser and need help before they are lost forever. It's time to team up with the Organites and blast your way through the solar system to rescue what remains of the proud civilzation of Darius.

PROCO JR.

SUN



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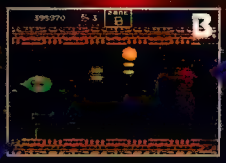
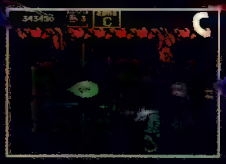
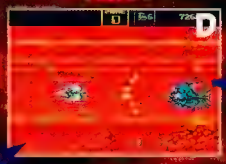
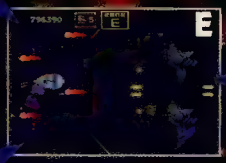


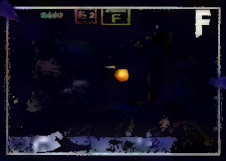


TIAT YOUNG

VENUS







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LASER POWER ICON

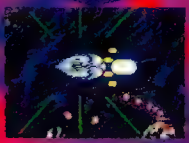
MISSLE POWER ICON

SHIELD ICON

1-UP

1/4 POWER

1/2 POWER



12 MENACING BOSSES!!!
BOSS A
BOSS B
BOSS E
BOSS I
MOON
EARTH
MARS
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SHADOW OF THE NINJA

FACT FILE

Manufacturer - Natsume	Theme - Action
Machine - Nintendo NES	Difficulty - Avg.
Cart Size - 2 Meg	Players - 1 or 2
Number of Levels - 5	Available - Now

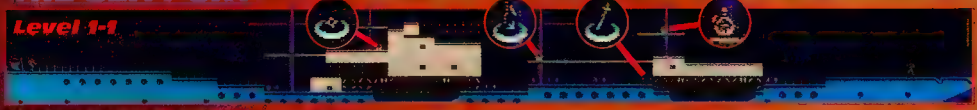
HARD HITTING NINJA ACTION!!

In 2029 A.D., the evil government of emperor Garuda has claimed many innocent lives. His impregnable fortress stands as a reminder to the frightened people that his will is supreme. All attempts of revolution have failed miserably. Is there no hope?

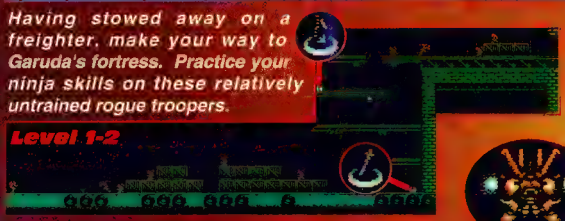
Meanwhile, Hayate and Lady Kaede, ninjas of the [illegible] team of Garuda's oppression. Enraged, they immediately begin their journey to America, set on the destruction of Garuda's empire once and for all!

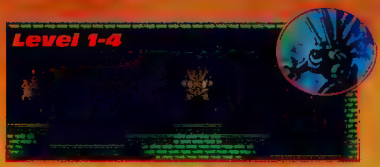
Follow the Shadow Ninja quest through six increasingly difficult levels and stop Garuda from conquering the world!! Superb graphics and sound intensify this battle for freedom.

THE SEA PORT



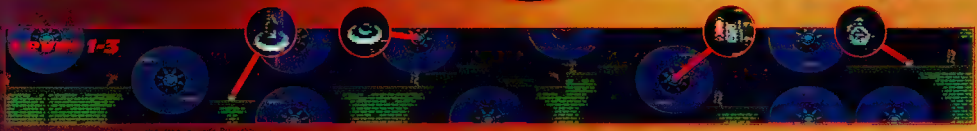
Having stowed away on a freighter, make your way to Garuda's fortress. Practice your ninja skills on these relatively untrained rogue troopers.





MISSILE MAN

Missile Man is slow and easy to beat.



OPEN THE ITEM BOX FOR THESE POWER UP ITEMS!!

Item Box — Break it open!

Katana — Short but fast.

Kusarigama — Long but weak.

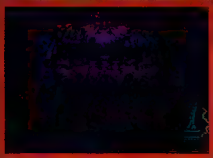
Bomb — Super strong!

Shuriken — Quick and easy.

Scroll — Full power!!!

Life Potion — Regain 4 life bars.

Full Life — Regain all health.

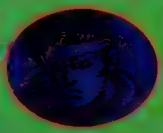


NATSUME

EVIL PLANS

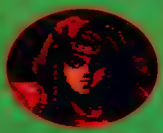
Through cunning and power, Emperor Garuda seized control of the largest city in America. The year is 2029 A.D. So far, no army has been able to thwart Garuda's plans of world domination...

THE SHADOW NINJAS!



I — Lord Hayate

II — Lady Kaede



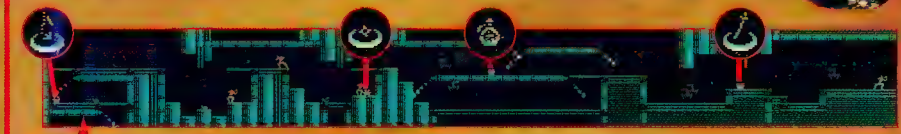
A DESPERATE MISSION

Only the Shadow Ninjas, once thought of as legend, have a slim hope of overthrowing Garuda and restoring peace to the world...

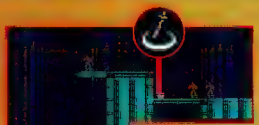
[illegible] SEWERS

EYE STALKERS

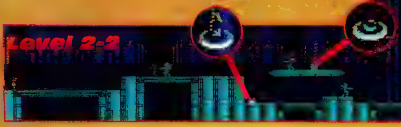
The Eye Stalkers are easy with the speedy shurikens.



The Underground Sewers provide an excellent chance for you to test your castle-killer heavy foot. The enemies they can take a beating and dish it out too! New mechanoids like the fearsome Eyestalker, Cyborks, Insectoids, and the Killer Tank stand in your way.

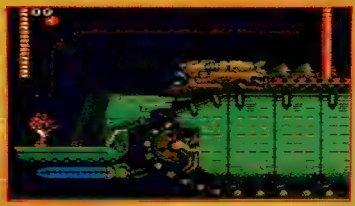


The Palooka guards here will give you a life potion [illegible] them. Be- [illegible] attacks!



KILLER TANK

[illegible]



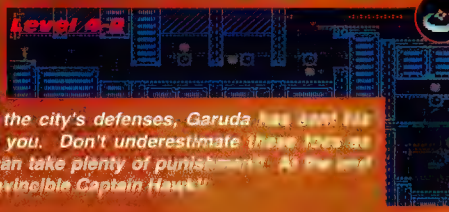
THE ROOFTOPS OF THE CITY

The Rooftops of the City requires split second timing and marvelous reflexes to complete. Extreme patience is a must when going up against the Boomerang Masters of this level. Try to hit their boomerangs in mid-air and then go for it! Sometimes it is simpler to just avoid them completely and jump over them. Be sure to keep an eye out for the hidden bomb on this level. This level is also an excellent place to power up either the katana or the kusarigama weapons. Item boxes are around every turn, so take advantage of them! A hidden full life icon is also found near the end of this area, near the end boss, the Golden Samurai. Take care, though, the worst is yet to come in Levels Four and Five!!

Shoot next to the
reveal the bombs

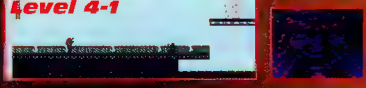
POWER-UPS GALORE!

As you can see, Level Three is stocked full of helpful power-ups just for the taking! Since the Kusarigama is the hardest to power up, this level is the best one to increase its effectiveness. For those who prefer the Katana, you'll surely have maximum power in no time! A fully charged Katana can cut down most of your enemies in seconds, even at a distance thanks to the ninja fire that it releases.



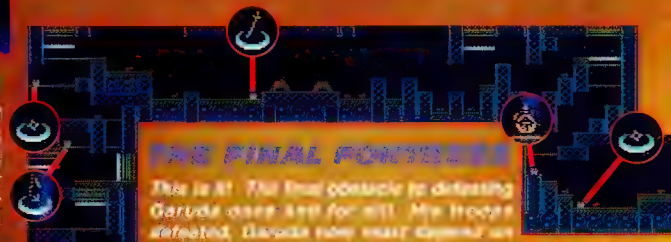
THE AIR FORTRESS

The Air Fortress is but a stepping stone to get to Level Five, the Final Fortress. Having breached the city's defenses, Garuda has sent his most formidable warriors to stop you. Don't underestimate these foes as they pack a powerful punch and can take plenty of punishment! At the end of this level, you'll meet the near-invincible Captain Hawk!



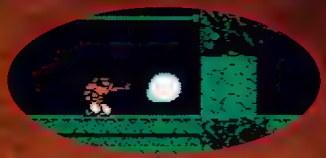
ARAKNEL

This mechanical droid craves ninja blood! It takes a lot of punishment too. Hit it in the air to destroy it easily.



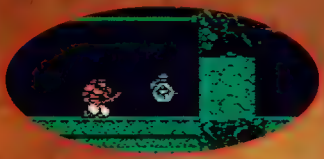
THE FINAL FORTRESS

This is it! The final obstacle to defeating Garuda does lies ahead! His troops defeated, Garuda now uses Gamal as his automatic defenses and his own personal guards to [illegible] show no mercy as you get closer to Garuda's lair. Remem[illegible] you face in the final section of the Fortress. This level [illegible] time bombs were placed with helicopter cam to find them



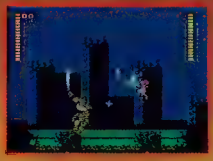
HIDDEN ENERGY!!

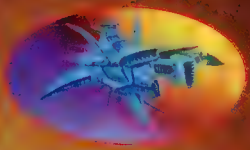
Don't miss this hidden energy capsule right before the Golden Samurai. You'll need it!

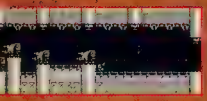


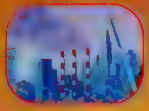
THE GOLDEN SAMURAI

This is one dude with a nasty temper! Hit him a few times, and he comes apart...literally!! Luckily, the Golden Samurai is terribly slow, so avoiding his powerful blows is rather easy. Just watch out when he reforms - he tends to pop up beneath you. Also, he likes to explode towards you.



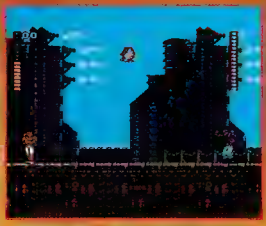


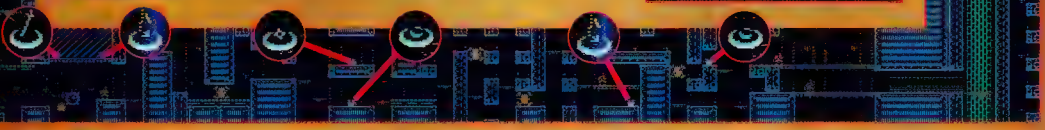


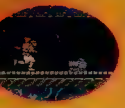


CAPTAIN HAWK

Here, you'll learn why Captain Hawk is named so perfectly. The evil Captain Armant is a pushover, but just when it begins to look easy, he merges with his pet hawk into a truly powerful adversary!! Your timing will have to be near-perfect to defeat this swooping mutation. Study Captain Hawk's movements carefully until you can dodge his attack quickly.

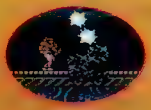






BOMBS!!

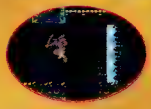
Disarm the time bombs by walking near them, but don't get too close!

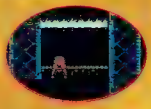


LASER BOLTS!!

Dodging the Laser Cannons will require patience, timing, and agility. Study their pattern and make your move when the coast is clear, and not before! This also means you need to defuse any bombs in the vicinity as well. There's no timer, so don't

w your approach. The mechanical monsters you will face will e Arakna robots! They will be the most formidable opponents so test your speed as well as your power - the laser bolts and vances short. Examine the laser pattern and disarm the bombs!





GARUDA AWAITS!!

Finally!! Now deep inside Garuda's Fortress, Hayate and Lady Kaede must pass his personal guards and reach the top of the citadel. Another surprise awaits them, however, as Garuda reveals his true self in a last attempt to destroy the Shadow Ninjas!

NINJA MAGIC!!

CHECK OUT THIS AWESOME CAST OF CHARACTERS!!

Naturally, since Garuda enjoys his position as Emperor, he'll do anything to keep the Shadow Ninjas at bay. He has taken precautions to guarantee his continuing dictatorship rule. He has been systematically "recruiting" his troops and qualified civilians to undertake cybernetic enhancement implantations in order to further his influence and power.

These robotic warriors show no mercy and feel no pain. Their only thought is to serve Garuda, and they have been ordered to stop the Shadow Ninjas at any cost! Nevertheless, Garuda's reign must be put to an end. Nobody ever said it would be easy...

Shadow Ninjas | Helping Hand | Time Bomb | Water Ninja | Wind Ninja | Mini Buzz | Missile Launch

Sniper Man | Arakna Robot | Amor-Dillo | Big Gun | Sentry Block | Rogue Trooper | Slasher Man

Bomber Man | Boomer' Master | Major Palooka | Missile Man | Golden Samurai | Insect-iod | Lady Ninja

Cutter Blade | Captain Hawk | Cybork Warrior | Eye Stalker | Running Trooper | Ape Man | Power Fist

Laser Cannon | Power Pusher | Geom-etron | Ground Hog | Hyperion Guard | Emperor Garuda | Warrior Garuda

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The Ultimate ALL-SEGA Magazine!

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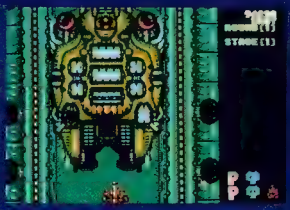

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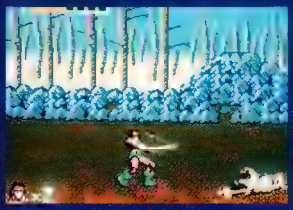

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Game of the Month High Scores!!

This Month's Game...

LEGENDARY AXE

1. RONALD WILSON 30,068,300

2.	Andrew Coats	13,045,850
3.	Jim Hakola	12,166,200
4.	Nghia Nguyen	10,743,900
5.	Ken Chu	7,209,100

Send Scores For...
BLOODY WOLF
All entries by MAY 24.

NINTENDO

Game	Score	Player
Abadox	133,180	Matt Winingham
After Burner	14,335,970	Jeff Yonan
Bad Dudes	999,999	Stephan Krogman
Burai Fighter	15,342,420	Kelly McKenzie
Castlevania	72,800	Rob Siegman
Contra	6,553,500	Josh Winter
Double Dragon	346,450	Jeff Benson
Double Dragon 2	399,680	Chris Hoffman
Godzilla	11,111,310	David Wright
Guerilla War	219,400	Stefan Zarzynski
Karnov	534,500	Ralph Mendes
Marble Madness	147,100	Jason Turka
Mega Man	9,999,900	Jeff Adkins
Metal Gear 2	Finished	Sergid Strugar
Paperboy	191,300	Glenn Stockwell
P.O.W.	311,500	David Wright
Rad Racer	62,403	David Wright
Rampage	81,900	Leslie Ford
Road Blasters	999,999	Ralph Balbagallo
Rolling Thunder	179,350	Edward Charbonneau
Sky Shark	1,043,570	Jeff Yonan
Star Soldier	6,090,000	Kelly McKenzie
Super Mario Bros. 3	9,999,990	Sergio Stugal
Tetris	385,719	Carl Falco
TMNT	2,184,100	Chris Hoffman
Wizards and Warriors	999,999	Jeff Adkins

WIN BIG WITH EGM!!

Now you can show off your game playing skills with your very own U.S. National Video Game Team jackets and T-Shirts. Each month the top score on our Game of the Month will be awarded a Team jacket and a cart of your choice. Four runners-up will receive official Team T-Shirts! Get your high scores in today!

Rules - All scores on Bloody Wolf must be received by May 24, 1991. If maximum scores are reached, a random drawing from the high scores will determine the winners. All scores must be submitted on official Team entry forms and be accompanied with a legible photo. Void where prohibited. Send a SASE to High Scores, 1920 Highland Ave., Suite 222, Lombard, Il 60148 for an official entry form. One prize per household per year. Score rollovers will be treated the same as maximum scores.

CALL 1-708-916-3147 For Up-to-the-Minute High Score Rankings!!

SEGA

Game	Score	Player
After Burner	9,704,000	Jeff Yonan
Altered Beast	234,400	Alex Stamos
Double Dragon	610,370	Brian Gaudreault
Missile Defense 3-D	659,000	Joe Tadder
Out Run	55,626,340	Dan Lee
Rampage	795,460	Gerald Breheny
Rastan	2,828,800	Brian GauDreault
R-Type	1,128,500	Brian GauDreault
Shinobi	1,165,750	Todd Bustillo
Space Harrier	35,257,970	Dan Lee
Thunder Blade	3,054,000	Bob McGuire
Time Soldiers	7,437,700	Rob Siegmann

TURBO

Game	Score	Player
Alien Crush	999,999,900	Barry Bowman
Blazing Lazers	38,143,370	Ken Chu
Bloody Wolf	2,348,300	Ken Shulin
Bonk's Adventure	999,999	Chris Nygaard
Cyber Core	9,999,900	Jim Hakola
Dragon Spirit	639,670	Randy Lewis
Fantasy Zone	98,265,100	Brandon Fish
Fighting Street	547,600	Sergio Strugar
J.J. & Jeff	10,175,650	Chris Camera
Monster Lair	378,600	Mark Discordia
Side Arms	3,848,600	Mark Discordia
Victory Run	18 min. 00.13sec.	Stephen Shelton

GENESIS

Game	Score	Player
After Burner 2	28,389,280	Dan Lee
Altered Beast	4,682,500	Lee Venteicher
Air Diver	78,023,000	Steve Swetz
Curse	10,560,300	Jeff Yonan
Forgotten Worlds	1,694,100	Tony DeSilvy
Ghouls and Ghosts	1,559,700	Glenn Stockwell
Ghostbusters	19,362,000	Kurt Schaal
Revenge of Shinobi	6,029,800	Bradley Miksa
Target Earth	79,172,540	Randy Lewis
Thunder Force 3	6,222,600	Jeff Yonan
Truxton	3,331,050	Tony DeSilvey

ARCADE

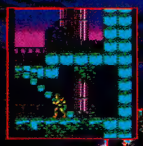
Game	Score	Player
1943	2,947,360	Brian Chapel
After Burner	68,588,000	November Kelly
APB	1,002,324	Greg Gibson
Diner (PIN)	89,220,000	Steve Ryno
Double Dragon	130,900	Brian Chapel
Hard Drivin'	529,800	Jerry Landers
Klax	3,205,000	Leong Su Chin
Out Run	49,050,270	Dan Lee
Smash TV	12,624,000 (1 Play)	Greg Gibson
Super Contra	10,640,310	Martin Alessi

Send Your High Scores to the Pros at the U.S. National Video Game Team and Win Your Bid At Video Immortality! Enter Our Competition and Send Your Scores to the Mag that Ranks the Best Players in the World!

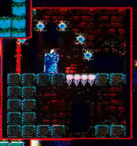
CALL THE U.S. NATIONAL VIDEO GAME TEAM TODAY FOR YOUR "TOP 100" RANKING ON EVERY GAME (BOTH HOME AND ARCADES) EVER MADE!

GAME OVER!

Castlevania III
Dracula's Curse™

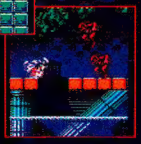


TREVOR BELMONT



SYPHA BELMEDES

GRANT DANUSTY



ALUCARD - SON OF DRACULA

TIME TO KICK SOME VAMPIRE TAIL!

After traveling throughout the Transylvanian countryside, you arrive at the dreaded home of the Evil Count Dracula. Once inside you courageously battle the toughest ghouls and monsters you've ever seen, finally making it to Dracula's royal chamber. In this room, an incredible battle takes place as Trevor fights Dracula one on one. To his surprise, Dracula has not one but three forms that he must destroy! By the time Trevor defeats the second form he is severely wounded and needs the assistance of his axe-wielding partner Grant Danusty. The final battle ensues and Dracula is gone for now. Don't worry there are four different endings to see, so the adventure is not quite over.

FORM 1

FORM 2

FORM 3

CONFRONT THE EVIL COUNT DRACULA!

Although peace has been returned, Dracula vowed to get revenge against the Belmonts.

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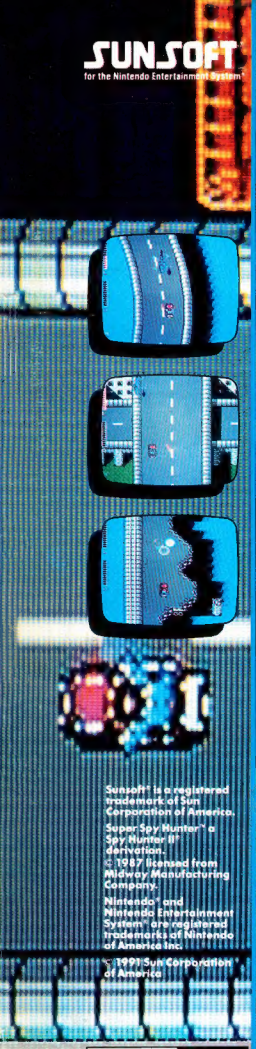

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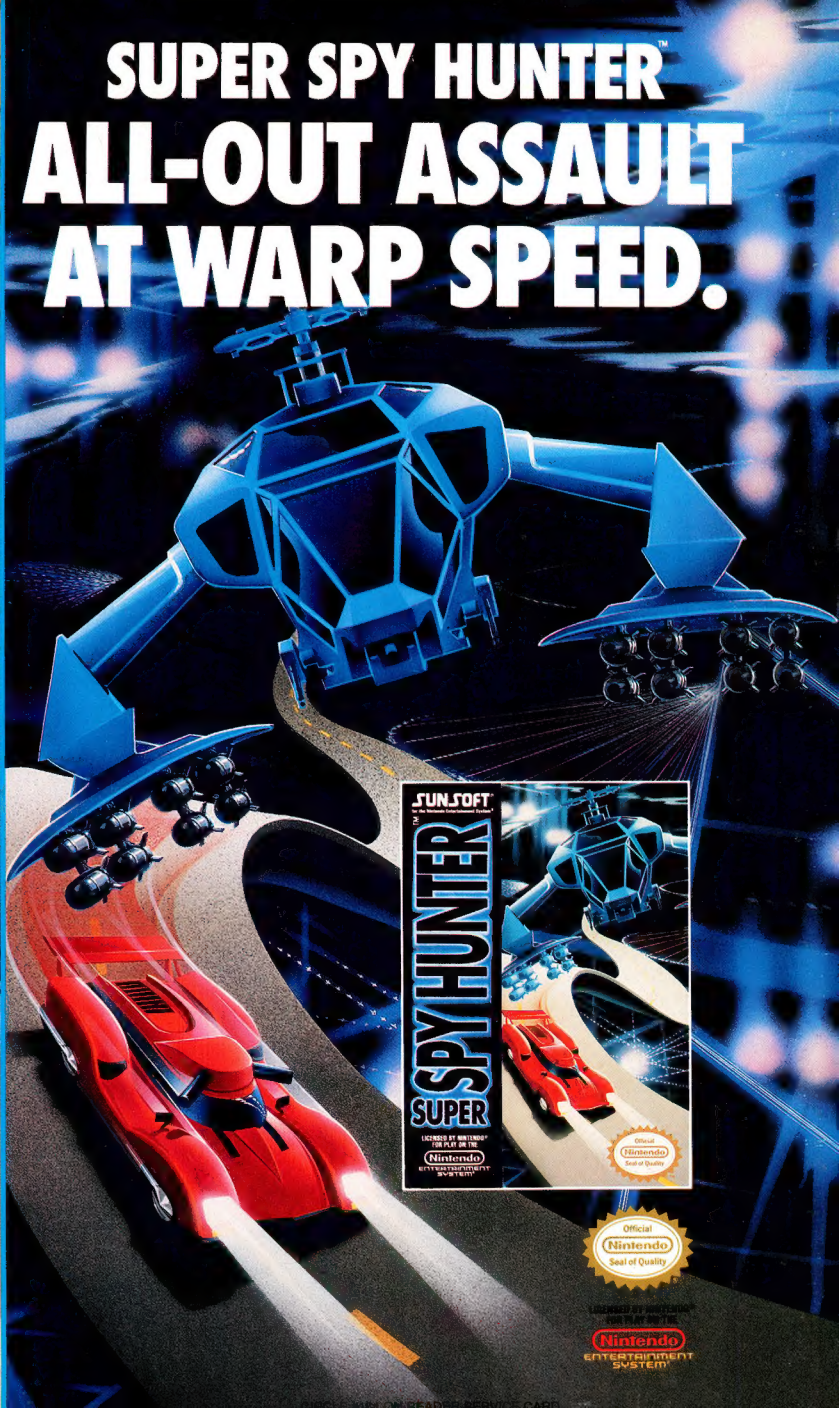

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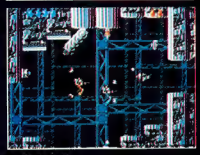
The **S**pecial **C**ybernetic **A**ttack **T**eam has one goal; the utter destruction of the alien fleet. " They've sent an armada to conquer us. We've sent two warriors from S.C.A.T... It should be a fair fight."

- Capture and adapt multiple weapons systems.
- 1 or 2 player cooperative play.



Join two ninjas on their mission to overthrow Emperor Garuda. They must use the arts and weapons of ninjitsu to infiltrate and destroy Garuda's forces. "Natsume's latest is one of the finest NES games released this year or any other year."- *VG&CE, Dec. '90*

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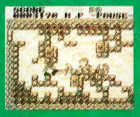
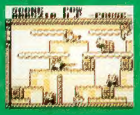
Charly the mountain alligator must stop an evil dragon Warlord from conquering the peaceful animal kingdom of Moberry. Join Charly as he strikes a blow for freedom with mighty sweeps of his massive tail in this action/adventure title for the Game Boy.

- Gather power-ups for long range attacks.
- Password feature returns you to all the excitement!





Prince Pendrich must rid his palace of the enchanted army of an evil wizard in this action/maze classic! "Amazing Penguin is a great, enjoyable one player challenge." *Game Pro Magazine, Nov. '90..*

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